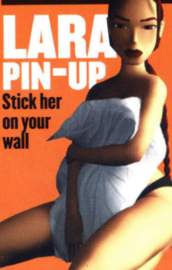
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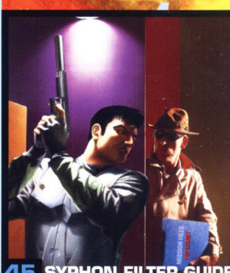
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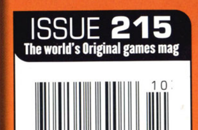


EVERY MONTH









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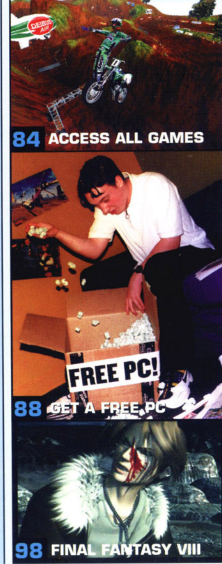
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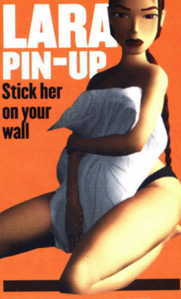
84 ACCESS ALL GAMES
88 GET A FREE PC
98 FINAL FANTASY VIII

DREAMCAST SPECIAL

It's more powerful than PlayStation and is launched this month. Find out everything you need to know, starting on page 57.

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18


39 52



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REVOLT
OUT OF CONTROL
FROM AUG. 1999

MITE









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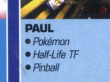


MEET THE TEAM...

Who produces the mag and their most played games this month

Join us online at www.computerandvideogames.com


MATT
- *House of the Dead 2*
- *Type R*
- *Ridge Racer Type 4*

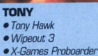

PAUL
- *Pokémon*
- *Half-Life TF*
- *Pinball*


PETER
- *Quake 3 Arena*
- *Tiberian Sun*
- *Quake*



ALEX
- *Tony Hawk*
- *Sonic Adventure*
- *Soul Calibur*


NICOLA
- *Driver*
- *Um Jammer Lammy*
- *Tenchu*



TONY
- *Tony Hawk*
- *Wipeout 3*
- *X-Games Proboarder*


DAN
- *Wipeout 3*
- *Tomb Raider 3*
- *Driver*





COST: **£44.99**
OUT: **OCT**
MULTIPLAYER: **NO**
COMPATIBLE: **MEMORY CARD, DUAL SHOCK**

FIGHTING FORCE 2

WORDS: ALEX HUHTALA **SCREENSHOTS:** CORE

Kick, punch and torch everyone in sight. Spare no-one

Cool games can come from nowhere; *Fighting Force 2* is one of them. The original *Fighting Force* was a tad repetitive and didn't have many fighting moves but looked like it could've been the 3D successor to scrolling beat 'em up classics *Double Dragon*, *Final Fight* and *Streets of Rage*.

The sequel is bigger than just a beat 'em up and has more in common with the *Tomb Raider* series. There's shedloads of cool weapons, enemies and bosses, loads of levels and locations that would suit Lara Croft. To put it simply, it's a much better game.

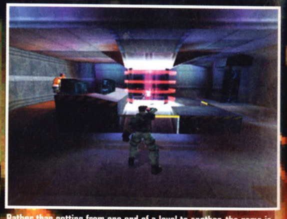
UP AND ATOM

The original game offered you a choice of characters but *Fighting Force 2* sees you take on the mantle of a single hero, Hawk Manson. He was the strongest character in the first game and has been reworked for the sequel. Looking leaner and meaner than before, he now sports bionic enhancements and plenty of attitude.

Hawk's flying solo against the evil Nackamichi Corporation, which is breeding human clones for da military. You must infiltrate the Corporation on a secret mission to eliminate key personnel



Coming from the people who gave us *Tomb Raider*, it's no surprise to find Hawk sharing some of Lara's skills. *Fighting Force 2* is not just about twatting people; there are also puzzles to sort



Rather than getting from one end of a level to another, the game is set around missions, with Hawk having set objectives at the start of each level. But blowing stuff up has a habit of helping you progress

GUN CLUB

The first game relied on feet and fists to provide the action; now there's equal emphasis on the weapons that can be found littered around levels. Picking one up will give you an advantage against most opponents, but the ammo is limited so you can't rely on them forever. You've been warned.



It's easy to kill people by spraying bullets at them, but the game asks you to be smarter than that. Ammunition is in short supply, so 'ave 'em with bare hands if you think you can



The going gets tougher as you get further in – even the rooms will start firing back, thanks to some well placed remote sentries. Using a rocket launcher on these can be a good idea

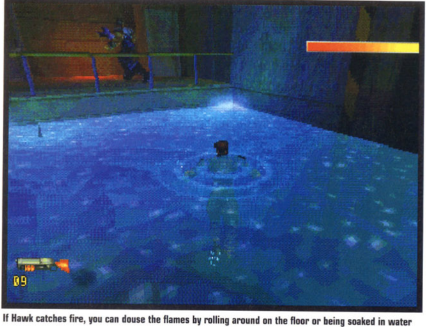


If you can shoot something that can catch fire and there's a guard nearby, then you can kill two birds with one stone. Make sure you check the computers for hints before blowing them up, though

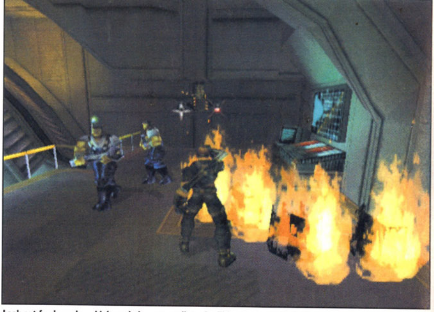


BODY MOVIN'

Greater thought has gone into the variety of moves Hawk can pummel his assailants with. Simple punch and kick combinations can be performed with the two buttons, but a wider range of moves are available with a shoulder button held down, including making Hawk headbutt and thrust-kick his opponents.



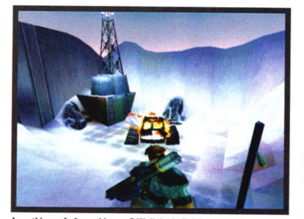
If Hawk catches fire, you can douse the flames by rolling around on the floor or being soaked in water



Look out for barrels, which explode very easily and will hurt enemies if they're close enough

SMASH IT UP

The pyrotechnics on display are impressive – you can smash every object that gets in your way. Chairs, vehicles and especially monitors can be destroyed, often exploding into flames. With ammo in short supply it's a good idea to start a chain reaction of explosions wherever possible. Or do it just for the sheer hell of it.



Is nothing safe from this man? Well, he is fighting an evil corporation, so we'll let him off for his destructive streak



Bullets that miss will ricochet around the rooms and sparks fly. It's worth missing a few times just to see the effect



Finding a good hiding spot to fire rockets into a confined space is a great way of causing a lot of damage very quickly

NOW WITH DAZZLE

The Dreamcast version of the game is better looking than the PlayStation, although the major differences are purely cosmetic. More textures are used; this is especially noticeable with enemies, as they have a greater variety of outfits. You'll also see some nice water and transparency effects. So it's official, the Dreamcast is a lot better than a Saturn.



Walk up to a glass panel in the Dreamcast version of the game and you'll see a lovely reflection of Hawk staring back at him



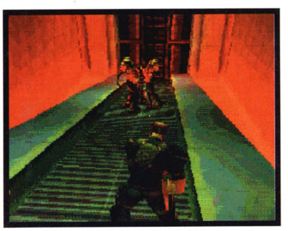
When objects blow up or pipes burst you'll see some nice effects. Check out the steam escaping from this pipe



Even shooting a Coke machine looks fantastic. First it explodes into flames, then the drinks start shooting past you like fireballs

FITTER, HAPPIER

Hawk faces a large assortment of enemies in the game. There's over 50 different types, ranging from the usual short-haired thugs to some rather bizarre puking zombies. Throw in a nice selection of bosses who never know when to stop in a fight and you have a challenging game with bigger enemies the further you advance.



Enemies need to spot you before they attack. If you can creep up on them without them noticing, then you've got a definite advantage, but if they've got flamethrowers it's a good idea to shoot first



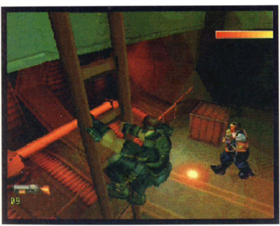
Enemies that are equal in size to Hawk are most common. They only need a few hits, or you can finish them off with a pistol before they get close to you, but punching them in the face is more sporting



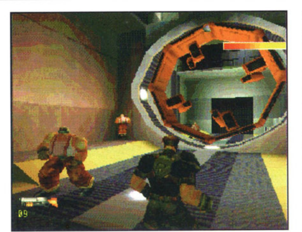
When you've got a big guy right behind you and remote sentries all around, then you won't have time to prioritise your attack. Getting away from this room and luring enemies to you would be smart

MORE PRODUCTIVE

The game isn't only about dishing out pain. You'll have to put your thinking cap on from time to time, searching for keys, gaining access to new sections and solving some simple puzzles. You'll also have to keep on your toes to spot enemies that could be running off to get help; take these out first to save yourself the hassle later.



Unlike the first *Fighting Force*, the action doesn't always take place on the same level. There are ladders which you can use to escape from guards, or to drop in and surprise them



If enemies don't attack you, then you don't have to worry about them. There are characters in the game who are oblivious to the carnage going on around them. But you can fry 'em anyway



Death doesn't always occur at the end of a gun or fist; there are objects in levels that can halt your progress like these huge booby-traps that can land on your head if you're not careful

"Enemies range from the usual short-haired thugs to some rather bizarre puking zombies"

WHAT WE THOUGHT

SIMPLY DOES IT

Fighting Force 2 is fun. It'll have you pounding your joypad while the TV constantly lights up with explosions left, right and centre. But it won't totally amaze you. It's an action-packed game where you'll need to have sharp reflexes to deal with whatever the game has to throw at you.

BOB AND WEAVE

There haven't been many scrolling beat 'em ups in the past few years, with fighting games now reduced to one-on-one affairs. The best of these have a range of characters with dazzling moves and throws that are evenly matched. *Fighting Force 2* doesn't bother too much with this aspect. Hawk has a range of moves that are easily accessible; they're not supposed to look too impressive, just get the job done in the quickest time possible.

UNDER THE CROFT

This game is actually a move away from scrolling beat 'em ups of the past; it's borrowed more from *Tomb Raider* than *Final Fight*. The levels and weapons will feel familiar to anyone who has played a *Tomb Raider* game, except in *Fighting Force 2* there's no standing around figuring out where to go next and worrying about jumping a chasm or the floor disappearing from beneath your feet. It's just action all the way.

WORTH PLAYING?

There aren't many games of this type in existence anymore, which is why we like it. It's a simple game that allows you to punch and kick your way into an enemy base and grab weapons to raise more hell. We'd like to have seen more variety in the levels and a few more moves would be nice, but it's a step in the right direction and a welcome return for action-oriented gameplay.



IF YOU LIKE THIS TRY THIS...
Tomb Raider 2, *Apocalypse* (PS), *Blue Stinger* (DC)

10 COPIES OF FIGHTING FORCE 2 TO BE WON

YOU'VE SEEN WHAT WE THINK. NOW PLAY IT FOR FREE. AIN'T WE NICE?

You want to get your hands on Hawk Manson's latest adventure, but you haven't got the Duane Eddies to pay for it yourself? Don't rob a bank or attempt to shoplift a copy, just enter this competition and you could win the game for the price of a stamp. *Fighting Force 2* could be winging it's way to you on PlayStation or Dreamcast if you can answer this simple question:

QUESTION
Which character that uses the Force, appears in all four Star Wars movies?

If you think you know the answer, fill in the entry form below, lob it in an envelope and mail it to us at Computer and Video Games, FIGHTING FORCE GIVEAWAY, Angel House, 338-346 Goswell Road, London, EC1V 7QP

Remember, please specify if you want the PlayStation or Dreamcast version of the game.

COMPETITION ENTRY FORM

Entries close 14th October, so get 'em in sharpish.
I want to win one of the fantastic prizes. My answer to the question is... . . . .

Name . . . .

Age . . . .

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Do you want a PlayStation or Dreamcast version of *Fighting Force 2*? . . . .

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What's the best game you've ever played? Do you think *Tomb Raider 3* is the business, or is nothing compared to *Metal Gear Solid*? Now's your chance to be part of our biggest vote ever. Computer and Video Games is the world's Original games mag and to mark the end of the millennium we need your help. Everybody has their favs and opinions on what games are best, so argue no longer, send us your vote.

MY FAVOURITES ARE...
We want to know what your favourite games are, the ones that you treasure most in your collection. It doesn't matter if they're old like *Pac Man*, or new like *Ridge Racer T4*. It's your vote and that's what counts. Write them down on the entry form on the right. You can vote for a game that's been released in the UK on any format, including consoles, handhelds, computers, PCs or arcade.

PRIZES TO BE WON
Once all the votes are in, we'll run the results in a mega feature in a few issues' time. We'll have some pretty special prizes to give away too, so send your coupon to us now at: Greatest Games of All Time, Computer and Video Games, 338-346 Goswell Road, London, EC1V 7QP. After all, it'll be another 1000 years before we do it again.



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Fill in your favourite games below and, if you want, why they're so good.

Name: ....

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My favourite ten games are:

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Why's it so good? ....

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2 ....
Why's it so good? ....

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3 ....
Why's it so good? ....

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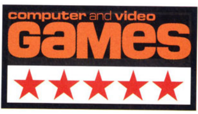
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The Computer and Video Games 5-star award is your guarantee of a great game. When you see the logo, it's like having an informed best mate recommend you a game personally. It's something you can always trust.

HONEST Regardless of hype, reputation or advertising surrounding a game, if it's great we'll say so and if it's poor, we'll tell you the truth.
FAIR We're not biased. A good game is a good game regardless of format or who's made it.
THOROUGH We play games longer and harder than anyone else. And we don't rate games on half-finished versions either. We'd rather wait and give you the full, accurate story.
KNOWLEDGE Computer and Video Games is 17 years old. We were the world's first games mag which means we've played more games than another other mag. Our writers are all experts, have years of experience and know what makes a cracking game.



Any game that earns the 5-star award is truly exceptional. It'll do more than just look good and play well, it will rank with the most enjoyable and rewarding games in existence.

THIS MONTH'S BIG HITTERS...

Serial killers and voodoo combine in a compelling action-adventure game that stretches the boundaries of good taste. Lovely stuff **WORDS & SCREENSHOTS:** MAURA SUTTON

SHADOW

THE PLOT When Nettie starts having nightmares she fears that ancient voodoo prophecies are coming true and she turns Mike into Shadow Man, so that he can protect the living from the dead



Mike's adventures start as he looks for Nettie in a Louisiana Bayou. This is the last chance he gets to relax and enjoy the sunshine for a long, long time



This is Legion, a shadowy figure who created the Asylum, the ultimate rest home for serial killers. Shadow Man has to unravel the secrets of the Asylum in order to stop The Five



No, it's not Slash from Guns & Roses. This is Jaunty, a skull with a snake's body and a cheery Irish voice. He guards the Marrowside Gates of Deadside and has lots of good advice for Shadow Man



Nettie gives Mike this voodoo teddy bear (all together now, ahhh) which enables him to travel instantly to Deadside. Stick pins in it and away you go

"This be the most horrific and disturbing game ever"

PC CD ROM

COST: £39.99
OUT: SEPT

ALSO ON: PLAYSTATION/ N64
MULTIPLAYER: NO
COMPATIBLE: KEYBOARD

MAN

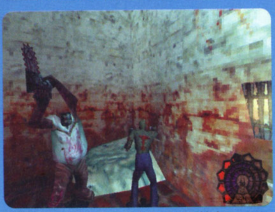
Fancy battling fiendish serial killers using authentic voodoo imagery and good old-fashioned bullets? How about journeying between the parallel worlds of the living and the dead on a mission to collect lost souls? Sounds good, doesn't it?

This is the fate of Mike LeRoi, a street-wise hit-man under the spell of Nettie, a 400-year old voodoo priestess. By implanting a sacred mask in LeRoi's chest, Nettie has turned hapless Mike into Shadow Man, ruler of Deadside. As Shadow Man, Mike can travel between the worlds of dark and light, carrying out Nettie's bidding. On his travels he comes across some truly evil and bloody scenes of torture and mayhem. He also gets to swear a lot, and faced with all that rampaging hell spawn, who can blame him?

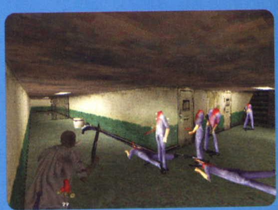
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

ENEMIES

Mike meets a lot of very nasty people and things on his travels from Deadside to Liveside. Here's the best way to tackle some of the baddies.


Keep well away from these Asylum hoodlums with the chainsaws. Shoot them from a distance. If they get close they'll rip you to shreds


The Sisters of Blood guard the temples where you get your extra powers. They fly at you in packs and can be tricky, so use strafing keys to toast them


Don't try to kill each and every one of these headless zombies on the prison level. There are simply too many of them. Pick off a few with your 0.9-SMG and MP-909's and then run like hell

GROSSOUT

Shadow Man features some deeply disturbing scenes. Those sick puppies at Acclaim have really made an effort to make you lose your lunch as often as possible. Here are some scenes that rock my personal barf-o-meter. Feel free to pick yours.


Jack 2's well-hung collection of corpses in his fetid hideout. Note the stains and the flies buzzing around the bodies. Bluerrgh


Early in the game, Jack 2 decides to stab himself through the heart. At this point you realise *Resident Evil* was never really that scary anyway

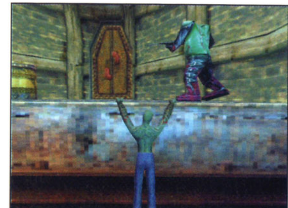

Keep well back on the prison level as the guard starts to quiver and look rather odd. His head splats into a thousand bloody pieces. Yikes

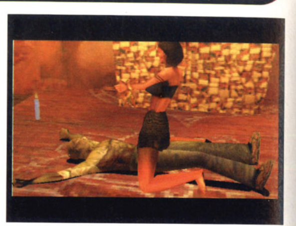

Something rather nasty is sticking to the wall in Gardelle Prison mortuary. Mike manages not to throw up. You may not be so lucky

ACTIONMAN

Mike LeRoi/Shadow Man doesn't just get to chat up bony snakes and shoot monsters. His range of movement is spectacular, making this one of the most free-flowing games you'll ever play.


Shadow Man can cross caverns and dangerous areas by swinging on a rope. You can even hear the rope straining as he swings. Amazing stuff


Watch for thin ledges which are often well hidden. Use them to hide or cross to secret areas. But beware evil Deadside birds firing yukky stuff at you from overhead


After all this action Mike needs a bit of rest and here's Nettie to help him with an aromatherapy massage. At least that's what it looks like

"You thought Resident Evil was scary? This game will

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

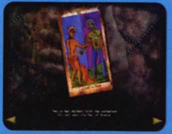
PICK UPS

Like all the best action-adventure games there are plenty of pick-ups in *Shadow Man*. Here are some of the essentials that make life in hell a little easier.


POIGNE
A colourful arm decoration that allows Shadow Man to climb the Waterfalls of Blood in Deadside. Skills like this will be very handy, so use them


MARTEAU
Use this handy piece of bone to beat the Rada drums scattered around Deadside and reveal secrets and new levels to explore

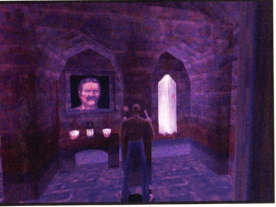

FLAMBEAU
Certain Deadside doors will only open with the touch of this voodoo flame. Uses up precious fire energy though, so don't wave it about willy-nilly


THE PROPHECY BOOK
Contains useful diagrams and hints about voodoo prophecies on which the game is based. This card foretells Nettie and Shadow Man meeting

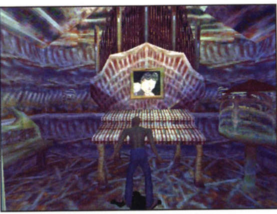

NETTIE'S FILE
A very useful book chock full of lurid details and pictures all about The Five. Here we see a charming drawing of Mr DIY killer, bless him

PUREEVIL

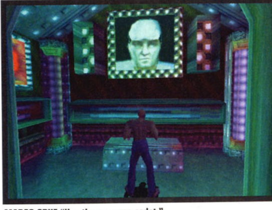
Your ultimate goal is to stop these five hellish serial killers from causing Armageddon. Let me introduce you to five of the creepiest characters ever to feature in a video game...



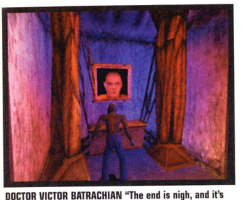
JACK 2 "Straight from hell, Michael."
Jack 2 lurks in the London Underground and kills women in a chillingly familiar fashion. Exploring his eerie lair under the London streets is a genuinely terrifying ordeal



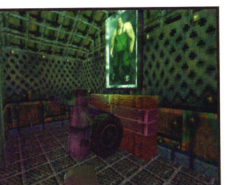
HOME IMPROVEMENT KILLER "Moma says kiss this."
A baby-faced DIY freak with a mother fixation and an unusual use for nail guns. Lives in a spooky mansion where the echoes of his murders are heard in graphic detail. Very sick



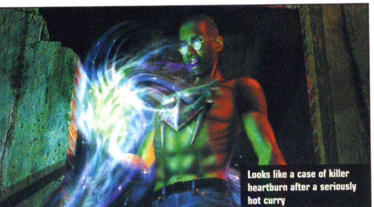
MARCO CRUZ "Hey there, space cadet."
Murdered ten people, mainly couples, in the desert. Has 'Lover Boy' tattooed on his knuckles. Worked as a DJ before the law caught up with him



DOCTOR VICTOR BATRACHIAN "The end is nigh, and it's sooner than you think."
The self-styled 'Lizard King' is the leader of The Five. He landed on Death Row after murdering his wealthy widow patients. Looks great in orange



MILTON T PIKE "I know where you are, boy."
A Vietnam vet with his own white supremacist militia. Murdered 18 of his own men. Also slaughtered nine women and sent the police videos showing every grisly detail. How thoughtful



Looks like a case of killer heartburn after a seriously hot curry

literally make your skin crawl"

E INSTANT PLAYER GUIDE INSTANT PLA

BY GAD!

One of the really cool aspects of the game is the way Mike as Shadow Man gains tattoos, or Gads as they are known, by facing a number of trials and tests



Shadow Man has passed the second trial and gets inked in a rather unusual way. Makes a change from a dodgy parlour on Sunset Strip



The Gad marks on his arms allow Shadow Man to grasp fire and pass through previously unreachable areas. Who needs oven gloves?

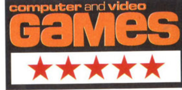
WHAT WE THOUGHT

GHOULISH
Shadow Man is undoubtedly the most horrific and disturbing game ever. You thought *Resident Evil* was scary? This game will literally make your skin crawl and will probably give you nightmares. Some of the action is truly stomach churning and the subject matter and language are bound to cause a bit of a stir if the mass-media get to hear about it. We love it though.

SMOOTH MOVES
The game plays like a dream. LeRoi is incredibly simple to control and his movements are amazingly fluid. There's a lot of platform-style jumping and swimming but you can manage this fine using the keyboard. You also get to use weapons in both hands at the same time, or just one weapon while hanging off ropes and cliffs. Very cool.

IT'S NOT ALL GOOD
Shadow Man is stunning, but it does have a couple of faults. Firstly, the lack of any sort of map on the vast Deadside levels means a lot of aimless wandering. Also the choice of weapons isn't that good. The Shadow Gun which you are forced to use in Deadside is frankly pathetic. It takes about six shots to kill anything.

THE VERDICT IS
With his rippling muscles, exotic tattoos and earthy humour, Mike Le Roi looks set to be the next video gaming superstar. Move over Duke, there's a new wise-ass in town. It's an epic experience, a massive game that takes around 70 hours solid to complete, with loads of secret playing modes to keep you going back for more.



IF YOU LIKE THIS TRY THESE...
Resident Evil 1 and *2*, *Quake II*, the movie Seven.


PULL-OUT POSTER
computer and video
GAMES
WIP3OUT
The future of racing is fast and furious and the music is good too


TAMARA WANTS HIM TO THINK LONG TERM. *All Keith wants is a spanking gorgeous* Pot Noodle
Pot Noodle
CHICKEN & MUSHROOM
Pot Noodle Snack
'POT' AND 'POT NOODLE' ARE REGISTERED TRADE MARKS OF KNORR NAEHRMITTEL AG



COST: £39.99
OUT: NOW

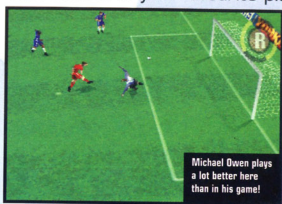
MULTIPLAYER: 1-4
COMPATIBLE: JOYPAD/ DUAL SHOCK/ MEMORY CARD

THE F.A. PREMIER LEAGUE STARS

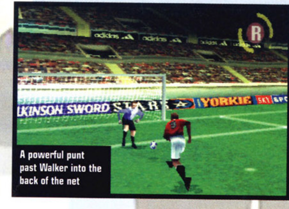
Take control of your favourite players in the new Premiership season

WORDS & SCREENSHOTS: ALEX HUHTALA





Michael Owen plays a lot better here than in his game!



A powerful punt past Walker into the back of the net

WHAT YOU NEED TO KNOW

The new football season is barely a month old and already there's a game for those that can't get enough of it. *The F.A. Premier League Stars* comes from the makers of *FIFA*, but rather than offer you the world of football, this game concentrates on the Premier League teams.

PLAYER POWER

There's a small amount of strategy with the new stars system - a novel method of improving your players' abilities. At the end of each game when playing in Season mode you are awarded stars.

You'll get stars for clean sheets, scoring goals, fair play and man of the match, among other things. These can be used to improve players' skills or, if you have enough, to trade for a new player.

THE REAL THING

Get to the game itself and be dazzled by the atmosphere of playing in the real stadiums. A home crowd improves your team's confidence, while a game away should be tougher.

Listen carefully while you're playing too. Not only can you hear authentic crowd chants, but there's commentary from the Sky Sports team of Andy Gray, Martin Tyler and the hairiest man on TV, Richard Keys.

WORTH PLAYING?

After being subtly impressed by the PC version, we're let down by a poor PlayStation game. It has the same features, apart from sponsors on the shirts (where's that Dreamcast logo gone on Arsenal's kit?) but it doesn't play as well due to the poor frame rate. Playing in super jerk-o-vision isn't nice. Another annoying problem is the refs can't stop dishing out cards - a pain when the computer players are the dirtiest you'll ever see.

If you're a fan of *FIFA* you'll find enjoyment here, but wake up, there's much better out there in the world of footie games than *Premier League Stars* has to offer.

NINTENDO64

COST: £44.99
OUT: NOW

MULTIPLAYER: 1-4
COMPATIBLE: JOYPAD/ RUMBLE PAK/ MEMORY CARD

MICHAEL OWEN'S WORLD LEAGUE SOCCER 2000

The game with the golden signature on Nintendo

WORDS & SCREENSHOTS: ALEX HUHTALA

"The teams on offer are from the 98/99 season"

WHAT YOU NEED TO KNOW

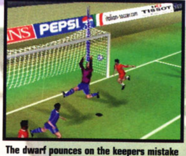
In the *FIFA* dominated football market only one game managed to get anywhere near its sales figures. Thanks to name on the box, *Michael Owen's World League Soccer* rocketed up the charts when released on PlayStation. It was a pretty good game of football too, with realistic player animation, plucky keepers and great goals. So you'd expect the same for the Nintendo, right?

WELCOME TO THE WORLD

Like it says on the box, this really is the world of soccer, with over 200 teams to choose from around the globe. Each of the major football countries are represented by the teams from the top division, which means only Premier League sides from England. Though strangely for a game that boasts 2000 in the title, the teams on offer are from the 98/99 season, hmm.

JOIN THE ACTION

The football itself is a bit basic. Not up to par with the PlayStation game. You can blame this on awkward controls, bad collision detection – especially when trying to slide tackle and some of the worst looking players you'll see in any game. The computer controlled players make some sensible runs into space, but the action doesn't flow as smoothly as the game we once loved. There are 23 special tricks and combinations of moves you can string together, including Owen's famous ankle flick, but apart from show-off value, they don't add to the game.



The dwarf pounces on the keepers mistake



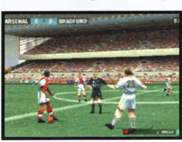
You wait for a beard to appear in a footie game, then three turn up at once

The keepers are pretty useless in this game, except when saving penalties




Tottenham are unable to stop the partnership of Cole and Yorke, 9-0 the final score


Unbelievable defending, it's men and boys


The refs love to dish out the cards, so look out Shearer, Petit, Wise and Keane



★★

IF YOU LIKE THIS, TRY THESE...
UEFA Champions League, ISS Pro

Isn't that an illegal number of players? Who designed the goalies shirts anyway?


It's a bit late to be checking his studs now ref, oh, you're not looking at his studs

WORTH PLAYING?
This is a flawed game that offers a reasonable game of football but not a lot else. It feels dated, in part to the old teams you have to play with and also the quality of the graphics. There's also a lack of knowledge when it comes to certain teams formations and first-team players, the default settings places midfielders in attack and star players on the bench. In this day and age you need to keep an eye on the smaller details too and definitely make sure the teams have the right players.

It's easy to score from a penalty in this game, but saving them is virtually impossible. So make sure you don't resort to dodgy tackles in the box

computer and video Games

★★

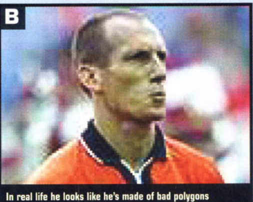
IF YOU LIKE THIS, TRY THESE...
FIFA '99, ISS '98

WHO IS THAT?

They've got the names of their real life counterparts, but who do these mysterious mugs belong to? Answers at the bottom of the page. Stand on your head to read them.



Showing off in a posh new kit you've never seen before



In real life he looks like he's made of bad polygons



The one in the middle with the beautiful blonde locks



A little man with a big smile, he's caught a big fish too

HERE'S WHO THEY ARE
A.David Beckham, **B.**Jaap Stam, **C.**Manu Petit, **D.**Z-O-L-A Zola



COST: £34.99
OUT: NOW

MULTIPLAYER: NO
COMPATIBLE: JOYPAD/ KEYBOARD

LEGACY OF KAIN: SOUL REAVER

The evil vampire, Kain, must be killed but there's one problem. You're already dead

WORDS: ED LOMAS SCREENSHOTS: EIDOS

WHAT YOU NEED TO KNOW
Instead of being a vampire who must kill humans to stay alive, your character is already dead in this 3D sequel. Passing between the spiritual and physical worlds, you must feed on souls to keep up your power as you seek revenge on the all-powerful Kain.

PLANE SAILING
Being dead, you spend much of your time in the spiritual world – a distorted reality inhabited by strange creatures. But you can't complete the whole game in this world, as you have no physical presence. A special spell lets you cross between the planes, giving you a weak physical body and changing the level layout slightly. This plane-crossing is the basis of most of the puzzles and the game's most impressive feature.

CREATURE OF THE NIGHT
Controlling your character, Raziel, is relatively easy even with a keyboard. Fighting is a little unusual, as the attack button makes him swipe repeatedly while running forward, which can be very tricky when battling moving enemies. You can also pick up and throw most monsters.

GOOD LOOKS
Soul Reaver's levels look sparse but impressive with coloured lighting, detailed textures and unusual architecture. Plus, Raziel runs, jumps and climbs really smoothly, and his broken wings flap around on his back as he goes. The sound isn't brilliant but the atmosphere's creepy.

WORTH PLAYING?
On top of fighting bad guys you've got a lot of puzzles to solve. Bored *Tomb Raider* fans will enjoy the variety here, while adventure fans will love the story. If you want all-out action, look elsewhere, otherwise it's highly recommended.



★★★★

IF YOU LIKE THIS TRY THESE...
Tomb Raider, Tomb Raider 2, Tomb Raider 3, Legacy Of Kain

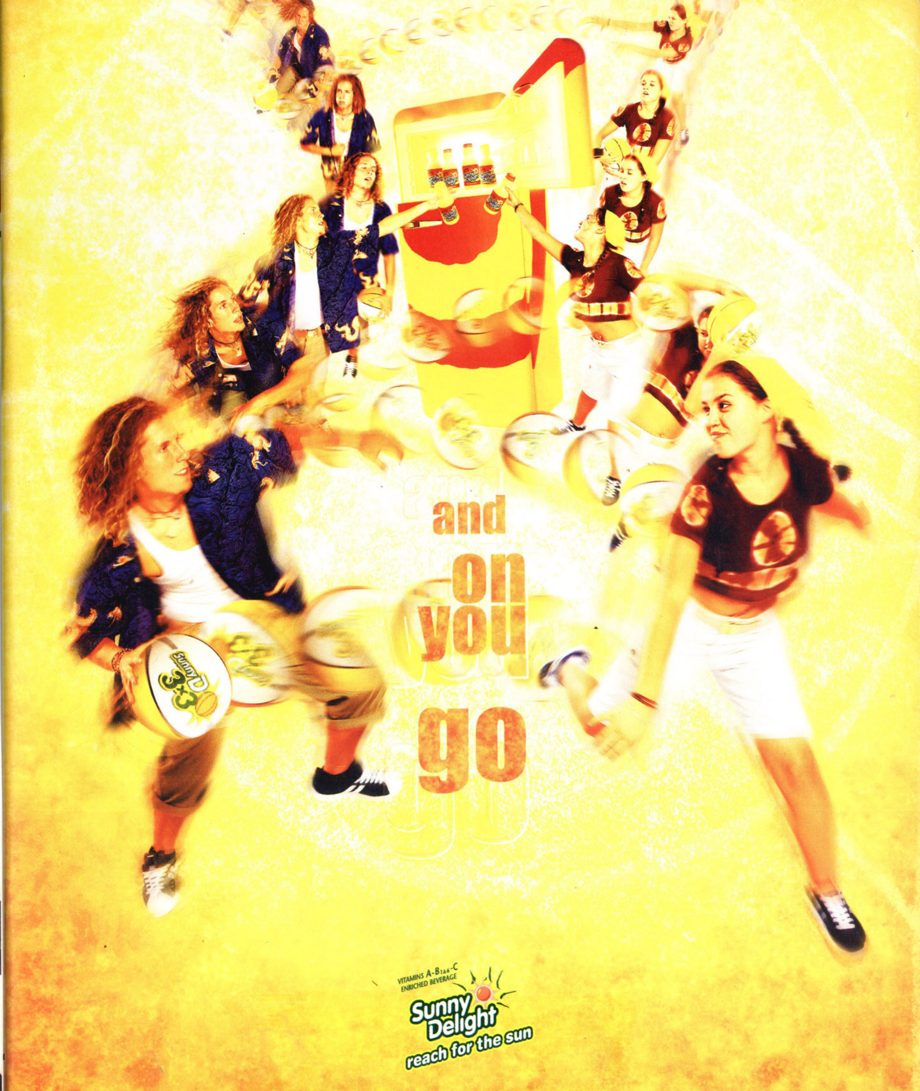
Hit these creatures repeatedly to stun them, then swallow their spiritual bodies

At any time during the game you can look around from Raziel's point of view

"Feed on souls to keep up your power"

In the physical world, throw zombies into sunlight or water to melt their bodies

The levels all look good, but are especially cool as they 'morph' between planes


and
on
you
go
VITAMINS A-B1&6-C
ENRICHED BEVERAGE
Sunny Delight
reach for the sun



COST: **£39.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **DUAL SHOCK/ MEMORY CARD**

G-POLICE WEAPONS OF JUSTICE

WORDS & SCREENSHOTS: DEAN SCOTT

It's your job to ensure justice in the future is done. Do whatever it takes and spare no-one, you are the law

Being a policeman today is a lot of fun – you get to wear an amusing blue helmet and can frame innocent people, getting them put in jail for a laugh. In the future where *G-Police Weapons of Justice* is set, it won't be so easy. Sure, you'll get to fly around in a heavily tooled up helicopter, but you'll be public enemy number one in the eyes of the crime gangs. They'll try and blow you up with their heavy artillery so they can continue their terrorist reign. Your under-strength G-Police force will struggle to cope. Or even stay alive.



ONCE UPON A TIME

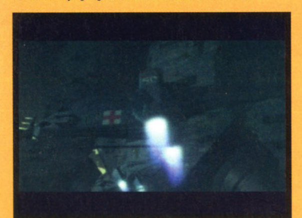
Released a couple of years ago, *G-Police's* moody setting saw it secure a cult following, although it didn't make it into every living room because it was criticised for an overly sensitive control method and dodgy graphics. *G-Police Weapons of Justice* takes up the story and the challenge. Now, are you ready to go to war?



The corporate war of the first game left the G-Police depleted and allowed weapons to fall into the hands of the evil Syndicate



The G-Police struggle to keep order as the Syndicate wages a terrorist campaign against them and the citizens of Callisto



The Syndicate appears to be gaining the upper hand, despite the intervention of the Marines. That was until you came along...

MISSION IMPOSSIBLE

Your duties as a G-Police officer are constantly changing with commands from H.Q. Expect to fight the evil Syndicate, scan cargo ships, protect convoys, escort vehicles, blow up radars and occasionally do some serious damage to civilian property (accidentally, of course). Later in the game you'll even get to play around in space.



Scan the cargo ships for illegal substances. Should you find anything, its time to them to feel the full force of law. Missiles should show them you mean business



Escort these G-Police ships back to base and fend off any enemy attacks that threaten you on your journey. Stay close to them so the Syndicate fighters don't catch you out



When the cities start to get claustrophobic, you can take to space in your agile Corsair fighter. There's plenty of illegality going on up there, too. Have your blasters at the ready

TAKE CONTROL

On starting *Weapons of Justice* the most formidable adversary you'll face is the game's unforgiving control system. If you've got an analogue pad use both joysticks, you'll have better throttle control and it's a little more intuitive. And when you drive the Rhino armoured car it'll be just like driving a radio-controlled car (useful, since it handles exactly like one).



Always choose the cockpit view, as the strange angle on the outside view plays havoc with your orientation. And lets face it: when the controls are this tricky you want to make life easy for yourself



Take the time to familiarise yourself with the controls. Don't rush into a dogfight because you'll take a bad pasting and might never return. Pick fights only when you can win them, young Grasshopper



Once you're used to the awkward controls and can navigate reasonably well, you are ready to go and blow up some nasty Syndicate fighters. The combat is worth mastering quickly, since you won't be short of battles

BRING THE RUCKUS

The temptation with aerial combat is to storm in guns blazing and hope for the best. This might be the most fun option, but it's the least effective. Your secondary weapons often include heat-seeking missiles, so use them to pick an enemy off from long range.



Once you've locked, let one of those bad boys go. Watch it spiral into the darkness on an unavoidable collision course. Cackle with delight as it connects, turning the Syndicate fighter into a descending fireball

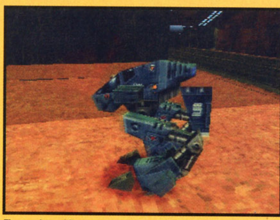


It's machine-gun time when the rockets run out. Your navigation will tell you where the bandits are coming from, so hover on the spot until they get there. If you take a beating, retreat and let your energy regenerate

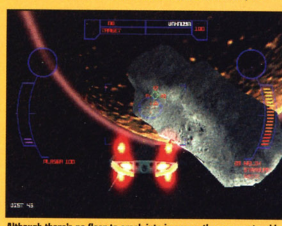
"You'll be public enemy No.1 in the eyes of the crime gangs"

MEET THE CAST

A G-Police officer is expected to pilot five different craft. The standard Havoc helicopter, the faster and better equipped Venom copter, the stupidly quick Rhino armoured car, the menacing and heavily armed Raptor, and the space-going Corsair fighter.



The two-legged Raptor runs and leaps. Remember to hold the jump button as he's falling to slow his descent to a controllable pace



Although there's no floor to crash into in space, there are asteroids to dodge. Tougher than it sounds with a pack of baddies on your tail



Cruise the mean streets of Callisto in your Rhino armoured car. It's a bit like *Gran Turismo*, only with obscene amounts of weaponry

LOOKIN' GOOD?

The graphics in *G-Police 2* are likely to divide opinion. Some will look at the styling of the cities, think Gotham City or Bladerunner. Others will look at the green wireframes and shake their head in despair. They give you an indication of what's in the distance, even if your beloved PlayStation doesn't want to strain rendering them properly.



Check out the detail on those buildings. Pretty darn sexy, and those green vectors only become a problem if you...



...climb too high in the sky. You'll think you've stepped into a videogame timewarp back to 1985



Cut scenes between levels flesh out some more of the story, and allow you to catch your breath before embarking on the next mission

WHAT WE THOUGHT

GREAT EXPECTATIONS

As polished as *G-Police 2* is, it lacks that vital spark that separates a good game from a great one. Whilst the graphics and soundtrack are nicely atmospheric, a general lack of momentum sours the experience. The episodic and increasingly similar nature of the missions mean that the real thrills are spread out, rather than continuous.

I CAN'T CONTROL MYSELF

Fiddly controls don't help, though the learning curve is aided by useful pop-up advice while thirty-plus missions mean you won't rattle through it in a night. Minor gripes aside, the game has some cool moments and a good fight stirs up the adrenaline.

FINAL RECKONING

It's stylish, atmospheric and will be liked by many, but it's heavy going at times and this will deter others. The best games unite players, not divide them. *G-Police 2* looks set to do the latter.



IF YOU LIKE THIS TRY THESE...
Turok 2, Goldeneye

QUAKE II™
NOW IN RARE FORM.

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SIMPLY PUT, THIS IS AS RAW AS IT GETS.

MEET YOUR MAKER ON AN ENTIRELY NEW PLATFORM. QUAKE II™ FOR THE SONY PLAYSTATION FEATURES MORE NEW LEVELS AND TOTALLY REDESIGNED EXISTING LEVELS THAT HAVE IT ALL FLESHED OUT. ALL THE RESPONSIVENESS OF THE PC WOVEN IN WITH THE SPECIAL EFFECTS AND SHADING OF THE SONY PLAYSTATION. PLUS A GRITTY TWO AND FOUR PLAYER DEATHMATCH, FULLY CUSTOMISABLE CONTROLS AND SAVE GAME OPTIONS. ONLY ID SOFTWARE COULD MASTERMIND A VERSION SO INTENSE - AND ONLY THE MOST HARDCORE OF PLAYERS WOULD DARE UNDERMINE IT. AND YOU THOUGHT YOU WERE DONE.



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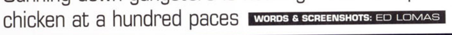
I enclose 6 Poppets opening tabs + 50p return postage for my free camera for life. Send to: Poppets Camera For Life Offer, Dept No. P1492 P.O. Box 195 Tring, Herts HP23 4JF. Enquiries Telephone: 01442 824141.

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CV

POINT BLANK 2



Gunning down gangsters is nothing – real sharpshooters can blast a chicken at a hundred paces **WORDS & SCREENSHOTS:** ED LOMAS



COST: **£34.99**
OUT: **NOW**

MULTIPLAYER: **1-2**
COMPATIBLE: **JOYPAD/ GUNCON/ MEMORY CARD**



WHAT YOU NEED TO KNOW
You get the same simple graphic style and reaction-test gameplay as the original arcade and PlayStation games, only with a whole load of new stages. Although it's possible to play with a standard joypad, you're much better off with Namco's GunCon.

PACKIN' A PARTY PIECE
Point Blank 2 is at its best when played with friends. Ideally, you should have two GunCons, though it's possible for most of the games to be played in turns. Eight people can compete in heats until a champ is finally found, or you can simply test yourselves in score challenges.

YOUR MISSION...
There are loads of stages to play through in every mode, each with its own challenge. Normally you have a time limit to shoot a number of targets but there are occasionally tough accuracy challenges where you have a single bullet to hit a moving target. There are more games involving all-out blasting than before, but this reflects the style of the new stages.

SIMPLE, BUT EFFECTIVE
Point Blank 2 is basic to look at, though the cartoony, shooting gallery style makes it easy to see what you're shooting and gives the game a unique feel. There are a few sections which move in 3D, but they're very basic.

WORTH PLAYING?
If you've mastered every challenge *Point Blank* has to offer, this will test you with more of the same. Some people didn't get on with the original game's simple graphics and hardcore skill tests, and this isn't likely to change their views. But if you're after a fun test of skill which will go down brilliantly with a gang of mates, go for *Point Blank 2*.



Shoot all the wool off at least seven of these bouncing sheep. Quickly!

This is really hard – hit the clockwork mice and avoid the bombs

Simply shoot this house as quickly as you can to completely destroy it



IF YOU LIKE THIS, TRY THESE...
Point Blank, Time Crisis, Die Hard Trilogy

PlayStation

COST: £34.99
OUT: NOW
MULTIPLAYER: 1-2
COMPATIBLE: MEMORY CARD/ DUAL SHOCK

"It will give you the biggest adrenaline rush you can find in a game today"

WIP3OUT

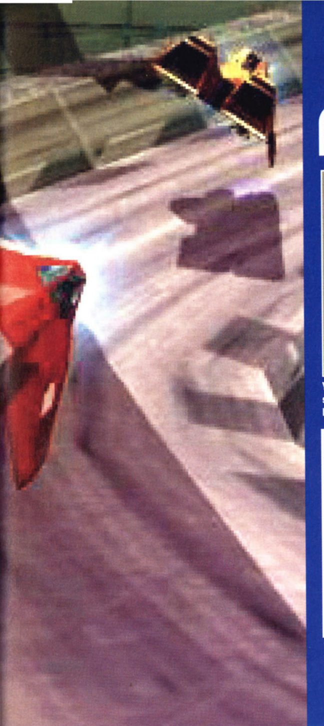
WORDS & SCREENSHOTS: IRENA POGARCIC

The game that made PlayStation cool is back and looking better than ever

Three years after the release of *Wipeout 2097* comes a much improved sequel. *Wipeout 3* looks amazing and plays so smooth you'll wonder why we haven't reached *Wipeout 4, 5* or *6* by now. With the music supplied by the likes of Chemical Brothers, Propellerheads and Underworld, this anti-gravity racing game sounds the business.

That little body with the big eyes is Curly Star, she must be the Caprice of the future because her image is everywhere



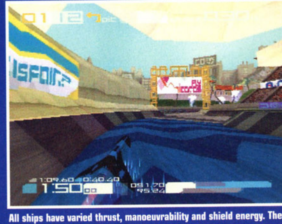


BORNFASTER

Choose Viper, choose Venom, choose Rapier class racing. We chose speed. Welcome to the future of racing where ultra-fast craft speed through vast cities, every bend is lethal and the competition fierce.



You start the game with four ships to choose from, but once you start winning some races there are more to collect. Once again, a lot of effort has gone into making the game look very cool



All ships have varied thrust, manoeuvrability and shield energy. The faster the ship is, the less shield energy it will have, so you'll have to make pit stops during the race



The game is a little darker than *Wipeout 2097* and much more atmospheric. It's faster, smoother and plays better than ever; it also has giant cats which can only be a good thing



Like in the previous games, the large arrows on the floor will make your ship faster if you fly over them. The more you hit, the faster you'll go; the Dual Shock will start to rumble if you go fast enough

INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GU

YOU WANNA WIN SOME

The splendid arsenal of pick-up weapons make it easy to take out your opponents, but only if you know how to use them at the best moment



New to the series is the Plasma Ray, which will eliminate an opponent in a single shot. The charge takes a couple of seconds before you can fire it, so make sure you plan ahead and know where the next bend is



Another new weapon is the Force Wall, which flings an opponent backward if they fly into it. It's best used in narrow sections or craft can fly around it; it's also best against enemies that are slightly in front of your ship



An old favourite are Mines. If you use them correctly, they can be the most effective weapon in the game. Best deployed immediately after you've overtaken someone, dump them in the enemy's path to gain some distance

NOT SO FAST

Anti-gravity racing consists of eight ships competing over four different courses. It's more than a flat-out race; you must make use of weapons that are collectable around the track. If used correctly, these can play as big a part in winning the race as just pure speed alone. But be careful, because all the other racers will be trying to use them against you, too.



The Force Wall is probably the best of the new weapons. If you use it you fly through the wall, but an opponent won't be so lucky. Watching them go bouncing backwards when they hit one is great



When everyone else is firing weapons you need to find some protection. A shield will stop missiles from hitting you, but the new deflector will fire them back at your opponents



The Energy Drain is useful if you're running low on energy yourself. Using it when near an opponent drains their energy and adds it to your supply, find a missile next and an opponent is toast

FLAT OUT

In the Single Race mode you fight eleven opponents for the best position. Coming first, second or third will win you medals and open up new courses. A great addition to *Wipeout 3* is the Eliminator mode. Here you don't race for a position, but to take other drivers out. One hit is enough to get you out of the race, with the first player to get six kills taking the win.



Levels start simply enough, but in the usual *Wipeout* tradition it quickly gets very tricky. Later levels have 90° bends and huge gaps between the tracks so you'll need to keep on your toes to survive



The music adds to the game, but so do some impressive sound effects; the train above here makes a great noise. The traditional male announcer has been replaced by a lovely new female voice



If you thought *Wipeout 2097* was as good as it gets, then wake up and go get this game. It's the smoothest looking racer on the PlayStation, and courses like Mega Mall are gorgeous to race

INSTANT PLAYER GUIDE

TURBO TIME

If you thought a game this fast couldn't get any faster, well you're wrong. Give yourself an advantage by using these techniques.



If you'd like to go that extra bit faster, pressing the R1 button gives your speed a thrust injection. Use it sparingly as you don't have much of it. We found saving it until just before the finish line more effective



For a turbo start, accelerate to 3/4 power on the speed bar and keep revving around this mark. Better still, if you've got a Dual Shock controller, just accelerate until you feel the rumble and make sure you keep it there

WHAT WE THOUGHT

HEY GOOD LOOKIN'

Wipeout is one good looking game. The jazzed up logos, loading screens and cityscapes are great but *Wipeout 3* is much more than just a looker. While *Wipeout 2097* got difficult very quickly, here you have a great variety of courses and ships to ease you into the action, before you progress to faster classes.

2097 IS THE PAST

There are so many added features, from new ships and weapons to the rear-view which allows you to see how far opponents are behind (useful for planting mines).

THE NEED FOR SPEED

Wipeout 3 is a very fast game, so fast that it will give you the biggest adrenaline rush you can find in a game today - you'll even find yourself holding your breath as you steer clear of impossibly hard corners. It all moves very smoothly, is great fun, easy to play and get into, and soon becomes challenging and rewarding. Play it once and addiction is guaranteed.



IF YOU LIKE THIS TRY THESE...
Wipeout 2097, Motorhead (PS), *Episode 1 Racer, F-Zero X* (N64)

WIN £100

TO SPEND ON WHATEVER YOU WANT

Fancy a pocket-full of cash? Thought so, to have a chance of winning £100 to blow on whatever you want, you need to do enter Computer and Video Games' easy quiz. Most of the answers can be found somewhere in the mag. Good luck

1 What's the name of the main character in *Fighting Force 2*?
A Hawk
B Raven
C Eagle

2 If you like *G-Police Weapons of Justice*, what other games should you try?
A *Tomb Raider 2* and *Turok 2*
B *Turok 2* and *Goldeneye*
C *Goldeneye* and *Metal Gear Solid*



3 How much does *Command and Conquer* on the N64 cost?
A £49.99
B £39.99
C £19.99

4 What's the best thing to play *Point Blank 2* with?
A Namco's GunCon
B Your mum
C Analog pad

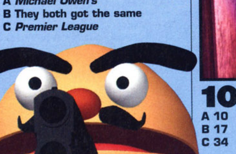
5 What score did *Soul Reaver Legacy of Kain* get on the PC?
A Less than 4
B More than 3
C Five stars

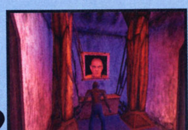
6 On what format is *R-Type DX*?
A Nintendo
B PC
C Game Boy Color

7 What happens if you use an Expansion Pak and high-res mode with *Command and Conquer*?
A The graphics become smoother
B Nothing much
C The frame rate gets jerky at times

8 How many years old is Computer and Video Games magazine?
A 16
B 17
C 18

9 Which footie game got the better score, *Premier League Stars* or *Michael Ownen's Soccer*?
A Michael Owen's
B They both got the same
C Premier League





10 What page is this screenshot from?
A 10
B 17
C 34

LAST MONTH'S ANSWERS

Want to know if you got the quiz right in issue 214? Here you go then. The winner of the £100 will be notified by post, so please don't call us at the office. Ta very much.

1 B, £29.99
2 B, 600mph
3 B, one star
4 C, Mike Myers
5 A, PlayStation
6 C, Possession
7 A, Alister McRae
8 C, 41
9 B, £124.97
10 C, Spank

LOOK WHO'S RICH

The winner of the quiz and 100 smackers from issue 213 is...
Matthew Roberts from Bolton.

IT'S EASY TO ENTER

All you've got to do is fill in your answers below, cut the coupon out, bung it in an envelope and post it to us at: Win Some Money, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP. The first correct entry out of the hat wins. Entries must be in by: Tuesday 12th October 1999. So hurry up.

1. ....
2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

NAME: ....

AGE: ....

ADDRESS: ....

On occasion EMAP Active publishers of Computer and Video Games and associated companies to make offers of products or services which we believe may be of interest to our customers. If you DO NOT wish to have the details given here to be passed on, please tick the box ❑

PC CD ROM

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-8**
COMPATIBLE: **KEYBOARD/ MOUSE**

WORDS: STEVE FULLJAMES **SCREENSHOTS:** SIERRA

HOMEWORLD

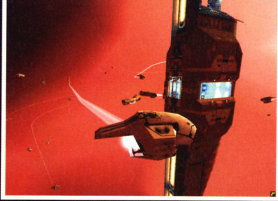
Take control of an ass-kicking intergalactic army looking for their way home

When the people of Kharak found an ancient intergalactic map buried in the desert, it could only mean one thing - the way to their long lost Homeworld. They set about building a vast mothership to carry millions of people on the long journey to rediscover their origins,and it's now up to you to make sure they arrive in one piece.

Homeworld **is a real-time strategy game that takes up where** ***Command & Conquer*** **left off. The action is presented in 3D and because it is set in deep space, you can move your ships in all directions. It sounds like it could be confusing and at first it is, but Homeworld is also beautiful, imaginative and even a little bit emotional.**

DEEP SPACE MOTHER

The key vessel in *Homeworld* is your Mothership, which acts as a command centre, ship factory and resource processor. It's the biggest ship in your fleet, towering above even the largest super-frigate and acts as a hangar for your ships when you make hyperspace jumps between missions.



Your Mothership is so big it's hard to fit it all on the screen. Defend it with your life, or you'll end up without one



To repair damaged ships, right click on them and select 'dock'. They'll return to base and recharge



Battles can get pretty hectic (just take a look at the action here), but defend your Mothership at all costs

HOW TO PLAY

Send out Resource Collectors to mine for you, then research new technology and build up a fleet of nippy fighters and powerful frigates to take on the enemy. Plus work out how to organise your squadrons before going into battle. It's a strategy game, remember.



There's a long way to go to get to the Homeworld, so the game eases you into the action gently



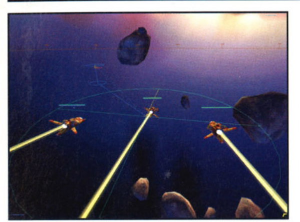
Send your Resource Collectors to mine asteroids. Look after them, because you can't earn money without 'em



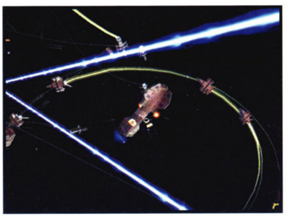
Put your ships in formation to give them an advantage over a disorganised enemy. This one's known as The Wal

UP, OR IS IT DOWN?

One thing you'll need to get the hang of quickly is moving your ships in 3D. When you call up the movement disc you can select a destination on the horizontal plane, then hold Shift to move the target up and down. Before long, you'll be planning 3D ambushes on the unsuspecting enemy.



Get used to 3D movement can be confusing, but think about moving horizontally first, then vertically



Attack your opponent from all directions at once to totally confuse them. Picking the right formation is the key here



Big ships are strong, but can only fire in a few directions. Use this weakness to get through their defences

WHAT WE THOUGHT

LOOKS AMAZING

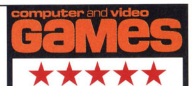
All the graphical power of your PC will be put to use to make the ships and explosions look amazing. There's no landscape to worry about, so the detail in everything from your Mothership down to the smallest probe is immense.

AND THERE'S A PLOT

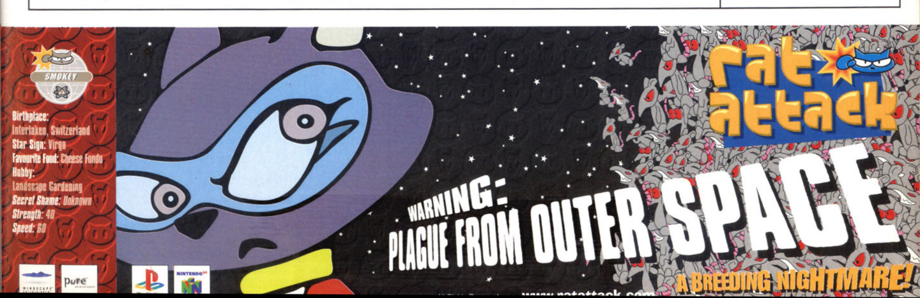
Most real time strategy games don't have much of a story, but *Homeworld* impresses with a deep and meaningful plot that puts most sci-fi movies to shame. You start to care about your fleet because they are fighting for a noble cause, and every setback and defeat along the way is painful.

TRICKY BUT WORTH IT

Homeworld is hard to get into because it's the first strategy game to let you move around in full 3D. You should persevere though, because once you've mastered the controls you'll find a well-structured, gorgeous-looking game that has had a lot of effort put into getting everything just right.

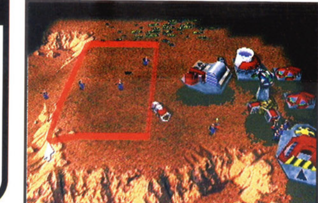


IF YOU LIKE THIS TRY THESE...
Command & Conquer: Tiberian Sun, *Battlezone*, joining NASA





COST: **£49.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **EXPANSION PAK**



The red rectangle lets you select multiple units in one go. Now put them to work

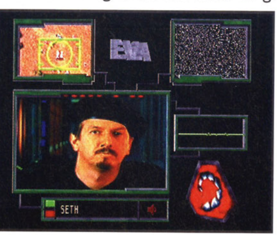


You've discovered an enemy base! Looks like you should run away and get some backup

COMMAND & CONQUER

Choose to fight on the side of good or evil in a ferocious futuristic war

WORDS/SCREENSHOTS: ED LOMAS



This is Seth, a jazz musician who hangs out in Parisian eateries



Bridges are important landmarks to control



If your construction yard is destroyed, you can't build any more

WHAT YOU NEED TO KNOW

Command & Conquer was the first real-time strategy game to really make it big on the PC. Until its release, most strategy games played like board games, with each action taking ages to perform. Now, real-time strategy games are some of the most popular PC titles available, and the *Command & Conquer* series has become one of the biggest ever made.

TAKE CONTROL

The game is set in the future, where two rival groups (the heroic GDI and evil NOD) are engaged in a bloody war using high-tech weaponry. You take command of one of these organisations and have to lead them in each campaign, mining precious resources to earn money, building a well-defended base and co-ordinating all their attacks. The control system is simple to pick up, even though the prospect of controlling a whole army is initially daunting.

3D GRAPHICS

This Nintendo 64 version is practically the same as the PC original, only the graphics have been upgraded to three dimensions, instead of two. You don't get to rotate the view around but the troopers and units look good, even though the models are all pretty basic. One tip – if you've got an Expansion Pak, don't bother using the high-resolution mode. Although it's easier to spot small units, the frame rate gets very jerky at times. In important skirmishes, that can be very dangerous.

WAR AND PEACE

Unfortunately, there's no multiplayer mode – which is a particular shame because it's one of the best ever on PC. Instead, single players work through a series of missions (joined together with decent storylines) from the original PC game as well as a couple of extras for N64.

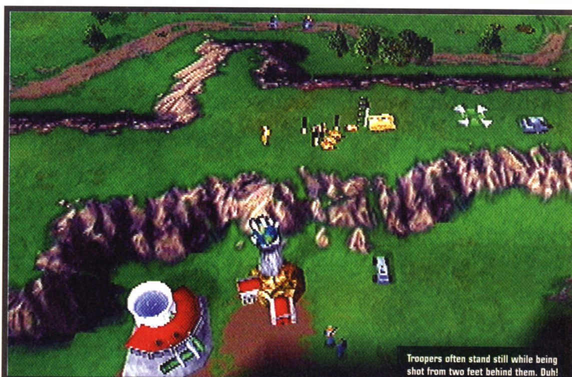
WORTH PLAYING?

If you're a Nintendo 64 owner wanting some strategy action, this has to be your best option. But it's not quite right – the graphics are disappointing, and the lack of simple all-out battle games means you can only play the set missions. Chances are, most people will have had enough of *Command & Conquer* on Nintendo 64 in a week or so.

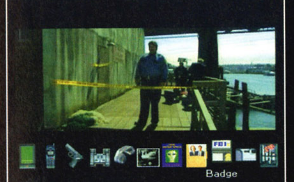


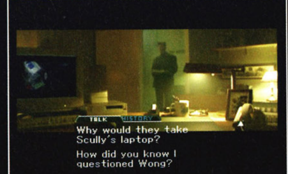
★★★

IF YOU LIKE THIS TRY THESE...
Starcraft is on its way



Troopers often stand still while being shot from two feet behind them. Duh!





Far left: There's no doughnuts in the inventory, so flash your FBI badge to get past the cop

Left: Talking to people is easy, just select a comment and wait for their reply. It's just like real life! But with less choice



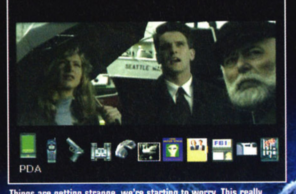
COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**
COMPATIBLE: **JOYPAD/DUAL SHOCK/MEMORY CARD**

THE X FILES

WORDS & SCREENSHOTS: ALEX HUHTALA

As an FBI agent you get to use an outdated Apple Newton; proof that this is a conversion of an old PC game, it allows you to travel and get e-mails

Mulder and Scully have gone missing, can you find them?



Things are getting strange, we're starting to worry. This really should have been a case for Mulder and Scully

It's dark, better use the nightvision. Clever

WHAT YOU NEED TO KNOW
Cue the spooky music because the game of the hit TV show has arrived on the PlayStation. Staying true to the what-the-hell-is-going-on roots of the series, you play a young FBI agent who's been handed the assignment of locating two missing agents. Their names? Mulder and Scully.

HI I'M MITCH PILEGGI
The stars of the show are nowhere to be seen, at first. To make sure you believe you're in the land of the X-Files, supporting characters from the series are drafted in. The whole game is viewed through filmed clips that capture the look of the series, although this restricts your actions.

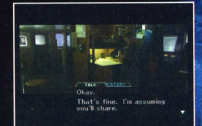
YOU CAN'T HANDLE THE TRUTH
The interaction between you and other characters is the centre of the game; you must visit crime scenes and interview suspects, witnesses and other assorted weirdo's. You'll have a choice of questions and comments and at key moments will have to choose the tone of your reply. Each piece of the puzzle will get you closer to the missing agents.



IF YOU LIKE THIS TRY THIS...
Broken Sword 1&2, Riven



A bunch of people standing around drinking coffee; not quite the same appeal as *Tekken*



Search for clues in boring locations. Where's the aliens and bogey men?

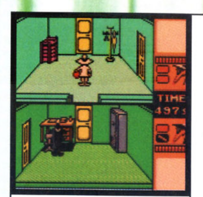
WORTH PLAYING?
For fans the game is worth a look, but be warned it's an incredibly short game and you'll probably only play it once. The filmed scenes capture the mood and look of the show and the familiar faces from the series help, but this is sadly a rather limited experience. Plus the navigation around crime scenes is very frustrating. The PC version came out two years ago and a lot of things have happened in the series since then, making this game a little out of date. There are better games out there to spend time playing and that's the real truth.



WORDS: DEAN SCOTT PIC: MATT BARNES

DO NOT DISTURB

Intense Game Boy action taking place with a portable version of the arcade classic, *R-Type* and some great fun with *Spy vs Spy*. Interrupt at your own risk





COST: £24.99
OUT: NOW
MULTIPLAYER: YES

SPY VS SPY

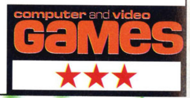
Agents battle slapstick style

30 YEARS OF HURT
The continuous battles of the white spy and the black spy have been a feature of America's MAD magazine since the 1960s. The formula was always going to lend itself to a cool video game, as the rival spies set a series of booby traps to kill each other.

DOUBLE TROUBLE
The first spy to find the suitcase, fill it with four spy-related items and make a swift exit, wins. You'll need to set lots of fiendish booby traps to make sure it's you. The screen's split so you can see what you opponent is up to.

MAIM A FRIEND
For maximum entertainment value, you've got to play it linked-up with a human opponent. The one player game is passable, but the satisfaction of executing a mate is much better.

WORTH PLAYING?
Swift, amusing and playable, but working through 32 levels will test your patience – the levels get bigger, but the action remains the same. Add a human adversary and the appeal broadens dramatically, bringing out the psychopath in us all.







COST: £24.99
OUT: NOW
MULTIPLAYER: NO

R-TYPE DX

Classic shooter still going strong. Try it now

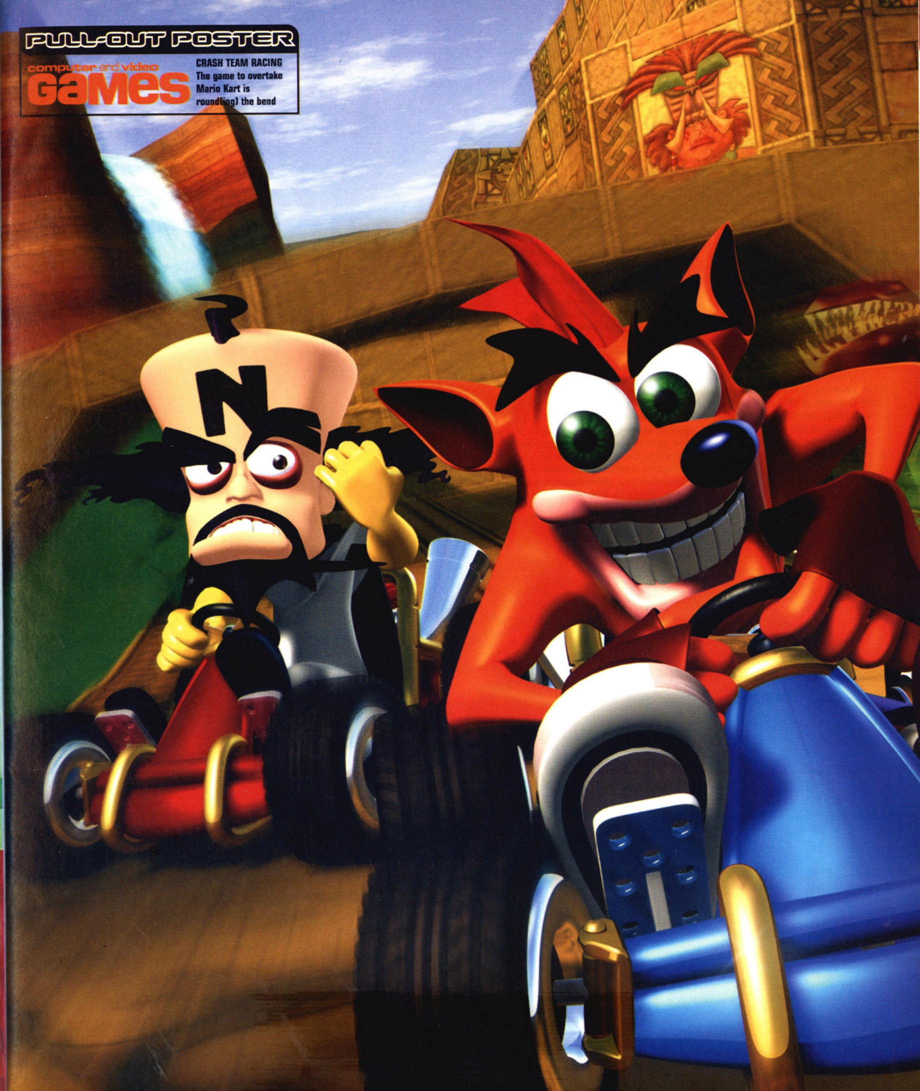
HISTORY LESSON
Given the recent trend in Game Boy releases, it shouldn't surprise you to learn that *R-Type DX* is a new version of an old game. The first *R-Type* appeared in the late 1980s, and rewrote the rules on what a shoot 'em up should be.

INSTANT CLASSIC
The original game and its tougher sequel are faithfully reproduced in this Game Boy Color package, along with a special '*DX*' version that unites the two.

PURE SKILL
If your spaceship gets blown up in *R-Type*, it's your fault. The game is about skill. Beating one the massive end-of-level bosses provides a surge of adrenaline, but when you die – and you will – the only person you can blame is the idiot holding the Game Boy.

WORTH PLAYING?
The Game Boy lends itself best to games you can become immersed in immediately. Fly left to right blowing things up and try not to get killed. If you're looking for an unforgiving test of skill, this is the Holy Grail.





PULL-OUT POSTER
computer and video
GAMES
CRASH TEAM RACING
The game to overtake
Mario Kart is
round(ing) the bend



COST: **£34.99**
OUT: **NOW**
MULTIPLAYER: **1-8**
COMPATIBLE: **MOUSE/ KEYBOARD**

COMMAND & CONQUER TIBERIAN SUN

WORDS: PETER WALKER **SCREENSHOTS:** EA

Tiberium fever's breaking out again. Time to get a dose of something nasty

Homicidal maniacs are slugging it out for control of Tiberium-mutated Mother Earth? Must mean *Command & Conquer* sequel *Tiberian Sun* is finally out. Better retro-fit your underpants with fire extinguishers because it's pretty hot.

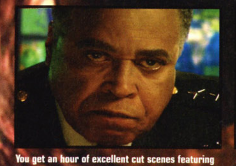
TS **picks up the story in the 21st Century, a few decades after the end of the original *Command & Conquer*. The world is still heading for hell in a handbag thanks to Tiberium poisoning and the villainous Nod armies are at it tooth and nail again with the good guys at the Global Defence Initiative. Time for you to take the helm in this frenetic strategy game.**

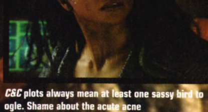
It may look like just a pretty-boy version of almost any futuristic 2D real-time strategy game but *TS* promises a lot more than that.

We're talking blowing up just about everything from bridges and buildings to the damned ground itself and cool environmental effects like rivers icing up mid-game so troops can attack across it. Veteran units can get faster and better equipped with experience so it's worth saving them from destruction. The game's artificial intelligence even adapts to your style of gameplay and in multiplayer the computer can generate random maps. Bless it. Oh, and there's loads of excellent new troops and buildings too, of course.

OLD HAT

Explore the battlefield, harvest Tiberium to fund troops and bases, get new technology and tailor your force to fulfil mission objectives. Sound familiar? Massed tank assaults still kick butt too.


You get an hour of excellent cut scenes featuring nearly famous actors. Like wassisname


C&C **plots always mean at least one sassy bird to ogle. Shame about the acute acne**


Some old favourites make a comeback, like GDI's beautiful Ion Canon. Pretty as a picture, eh?


Light infantry are both sides' mainstay. But they're barbecue meat before burrowing flame tanks

WHAT'S NEW

New units means new tactics. Burrowing APCs and Devil's Tongue flame tanks mean you can wreak havoc in the enemy's back yard while ORCA Carryall choppers can land heavy tanks or collect vehicles for repair. Handy.


Great coloured lighting and special effects up the 'ooooh' factor all the way through


That building's a cloaking device. There. Hides whole bases. We like

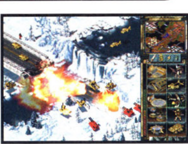

You can trash the city blocks too. There's never a copper when you need one, eh?

NEVER KNEW THAT

Way-pointing – essential for pincer attacks – is clear and fairly easy to use. You can also order five units for production, leaving you free to concentrate on tactics. You'll need to.


Engineers can now also fix bridges. That's a big spanner you've got, my son


Flying shrapnel, shockwaves and crashing debris mean you can't just let rip anywhere


Less cliffs please. It's all customizable under the superb multiplayer random map options

WHAT WE THOUGHT

NOD, NOD
Yes, so first impressions are of slipping on a favourite old shoe which reeks a tad from over-use. Yeah, the all-new 3D game engine looks suspiciously 2D and yup, even the interface is so familiar that veteran strategy gamers could use it blindfold.

CONTEMPT, M'LUD?
It's hard not to feel a tad disappointed at first. It's been over three years in the making and doesn't appear to be breaking much new ground at all. Instead, *TS* adds a fistful of shiny new features and a sweetshop of pleasing eye-candy to an already tried-and-tested winning formula. But while familiarity can breed contempt, *TS* still gets you hook, line and kitchen sinkered in minutes.

HOT, BUT HOLD THE SUNCREAM
It has plenty to offer real-time strategy newbies and even old hands, if they scratch beneath the surface or aren't too bothered about consuming re-heated games. Die-hard *Command and Conquer* fans will rush out to buy it and love it whatever we say anyway.



IF YOU LIKE THIS TRY THESE...
Total Annihilation, Starcraft



Grunts beware - even local wildlife will 'ave 'em

i'm
free
baby!

funky free
internet access



www.madasafish.com

for your free cd call
0800 0273 373

comp 2

Cisco

THE NEXT

WEEK 1
15th-21st Sept

15th September

GEAR UP

Falcon Light Gun goes on sale. We've got one of Blaze's latest PlayStation accessories to give away. Just answer this: When's the Bowlie Weekender? Send your answers to: "I Love Guns" at our usual address.

17th Sept

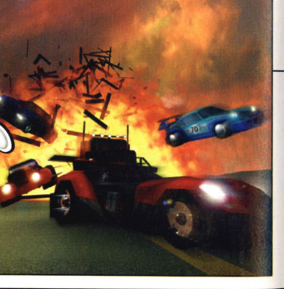
RESIDENT EVIL 2 PLATINUM

Prepare for the scare of your life on the cheap. At £20, it's a frighteningly good bargain. Buy one today.

17th September

CARMAGEDDON

Road carnage was never so much fun on PC and now both Game Boy Color and PlayStation get their very own versions.



WEEK 2
22nd-28th Sept

23rd September

DREAMCAST LAUNCHES!!



Sega's new console hits the shops with top titles like *Sonic Adventure*, *Power Stone* and *Trickstyle*. Go blow £199. Right now.

WEEK 3
29th-5th Sept

1st October

FA PREMIER LEAGUE FOOTBALL MANAGER

Tired of just watching the footie on TV? Get some action on the PlayStation instead. It's in the shops today.



1st October

MISSION IMPOSSIBLE

Get it for your PlayStation. Or buy *Syphon Filter* instead and then check out our Masterclass on p45.





He looks more like Herman Munster than Tom Cruise

WEEK 4
6th-13th October

8th October

UEFA STRIKER

Dreamcast's first footie game. Stop drooling and start dribbling. Should be about £39 in the shops.

WORDS: MATT HOWELL **PICS:** VARIOUS

...WHERE TO FIND IT
4 WEEKS



17th September

UNREAL TOURNAMENT

Buy this and get tooled up for some serious deathmatch action. Reviewed issue 214. £29.99 on your PC.



★★★★

17th Sept

LIVE MUSIC

Bowlie Weekender, Camber Sands. A mini-festival with the beach nearby. Weekend ticket costs £95. Contact 0171 284 1991.

18th Sept

ON THE BOX

Catch Gamers on ITV (Meridian, Anglia and Channel) at 12.30pm, Rapture TV, satellite and cable.

24th Sept



X FILES

X Files junkies needing a fix deserve better. Reviewed this month. £29.99, PlayStation.

computer and video GAMES

★★

24th September

DUKE NUKEM: ZERO HOUR

It really is zero hour for Duke on the N64. Colour Game Boy also gets a version of *Duke Nukem* on October 1st.



25th-26th September

ON THE BOX

Catch Gamers on Rapture TV, satellite and cable.

2nd October

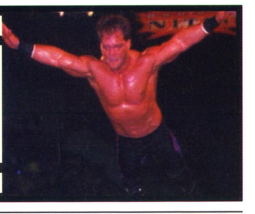
ON THE BOX

Gamers on ITV (Meridian, Anglia and Channel) at 12.30pm, Rapture TV, satellite and cable.

4th October

WCW ON VID

Buy or rent one of WCW Wrestling's exclusive video of US pay-per-view events like Spring Stampede. Contact Warner Home Video sales on 0171 4943441. Costs around £15 to buy.



9th October

ON THE BOX

Gamers on ITV (Meridian, Anglia and Channel) at 12.30pm, Rapture TV, satellite and cable.

11th October

FLAT ERIC



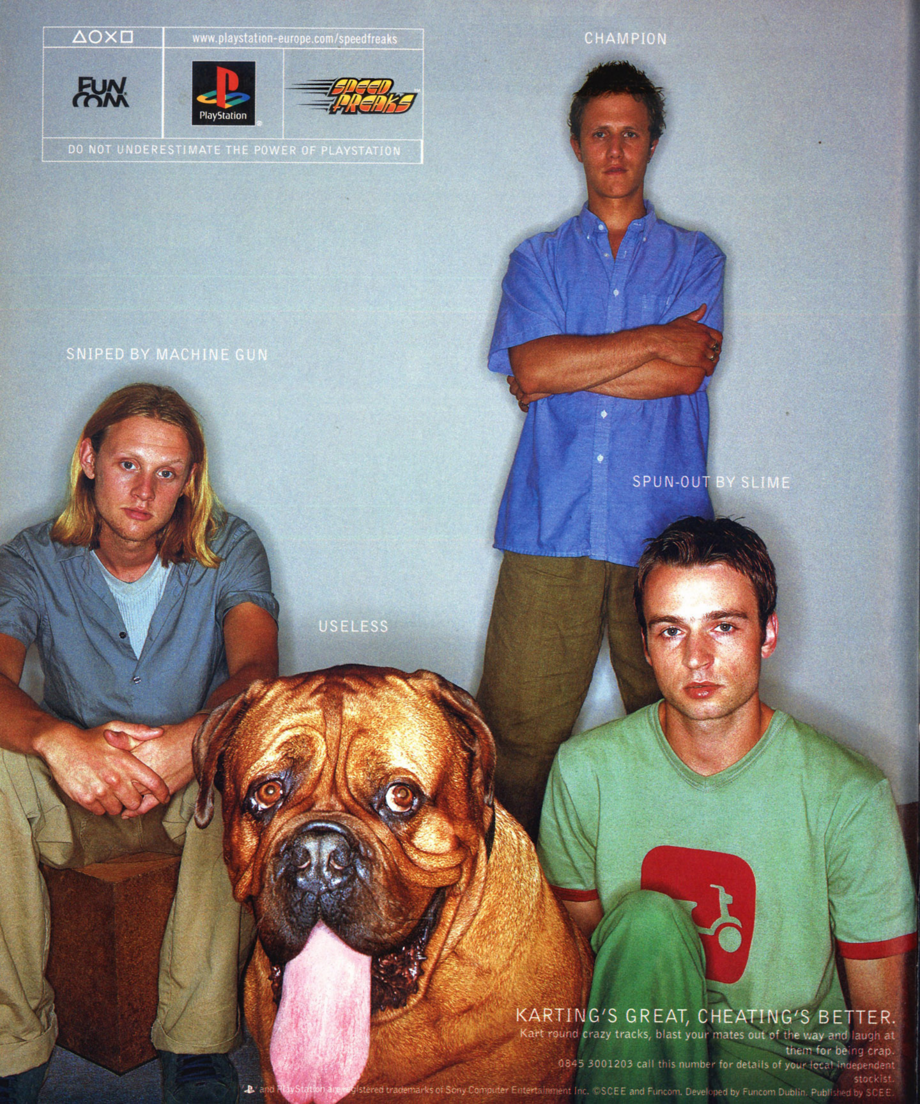
Funky Levi's ad star Flat Eric's inventor Mr Ozio releases his debut album 'Analogue Worms Attack,' to be followed in November by new single 'Flat 55.'



13th October

ISSUE 216 ON SALE

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THIS MONTH: Silent but deadly

***Syphon Filter* can be a cruel, cruel game. You spend ages getting to a certain point and one false move exposes you to the enemy, forcing you to restart. You need to know when to move, when to wait, who to shoot and who to miss.**

MISSION POSSIBLE

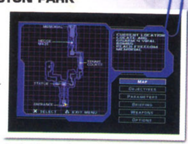
WORDS & SCREENSHOTS: MAURA SUTTON **PHOTOS:** KENNY P

Covert operative Gabe Logan reveals his top-secret dossier on *Syphon Filter*'s rock hard missions. If you choose to accept these missions, you'd best read on...



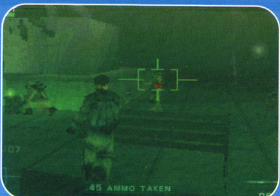
MISSION ONE:

WASHINGTON PARK



This is a long, hard mission that will test every ounce of your training. Bio-terrorist Erich Rhoemer has hidden four viral bombs in the park - and we're not talking about a bout of the flu. Your mission is to find the bombs and alert the CDBC (Chemical and Biological Defence Command) to their location. You have a one-hour time limit, so keep focused. Agency Communications Expert Lian Xing will keep in touch and inform you of any new objectives via radio.

TASK: Locate explosives **DIFFICULTIES:** Heavily guarded areas,



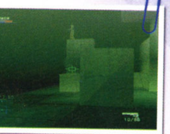
The bombs are easy to find. If you're having problems with this simple task then it's going to be a looong, tough game; but whatever you do, don't give up. Once you've tagged the bombs, use your trusty .45 to protect the CDBC team. If the CDBC boys get hit it's instant mission failure, so keep blasting away until Lian tells you the area is secure. Phew



In order to find the final bomb you must head to the Northwest. This area is heavily guarded so you'll need to use your Nightvision rifle to pick off the enemy one by one. When you reach the two out – houses, climb on the roof to get the M-16. Tag the final bomb and prepare for waves of terrorist attacking you. Keep moving and strafing to avoid getting hit. Wipe 'em out with the M-16

MISSION TWO:

WASHINGTON PARK: FREEDOM MEMORIAL



Still in the park, you've freed the hostages, but now you must recapture the Freedom Memorial. You will face increasing numbers of badass terrorist shooters, as well as two of Rhoemer's formidable henchmen. As always, be ruthless. You must also locate the enemy communications unit and upload the co-ordinates to the ever-useful Lian. Bless 'er little cotton socks.

TASK: Recapture the Memorial, kill Marcos **DIFFICULTIES:** Being



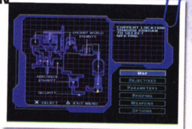
Head North of the tennis courts and you'll soon come to a large white building which houses the comms unit. Keep out of site and pick off the guards one by one. Use your silenced 9mm or your Nightvision rifle. The L1 button engages sniper mode and secures that all-important headshot. It's silent, quick, and saves vital ammo



Lian has alerted you to the presence of Marcos, Rhoemer's trigger man. Hunt him down in the Hedge Maze. Keep alert because there are guards patrolling throughout the maze. Stay off the well-lit paths. Use the cover of darkness to creep up and surprise them with a cap to the head

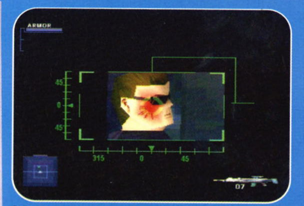
MISSION THREE:

NEW YORK CITY: EXPO CENTRE RECEPTION



This mission requires total stealth, a steady hand and ice-cold nerves. Breath too hard in the wrong direction and it's all over. You have to follow Pharcom CEO Jonathan Phagan. The Agency suspects he's involved in something shady with Rhoemer, so tail him and listen in on his conversations at the reception to find out more.

TASK: Spy on Rhoemer **DIFFICULTIES:** Machine-gun attack,

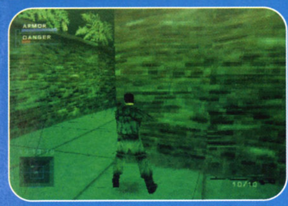


Split-second timing is essential here. You're following Phagan and need to take out the guards without being seen. Move quickly and use the sniper rifle for a perfect headshot. Miss by an inch and the guards'll find you and it's curtains. Let them get too far away before you shoot and you'll lose 'em. Searching for them means you're more likely to be rumbled, so take 'em out quick and clean



Still on the trail of Phagan, use the exhibits to hide behind. Guards patrol on set patterns here, so wait and observe their movements. Be patient as you wait for them to enter your sniper sights. Move too soon and you'll blow the whole op. Oh, and try to breathe once in a while. Use the L2 and R2 buttons on the sniper rifle to peer around corners before you move

limited time WEAPONS NEEDED: .45, M-16, Nightvision rifle



I call this one Sniper Alley. Rhoemer's men are hiding in the trees as you pass through this brightly-lit alleyway. If they spot you, you're a sitting duck. Move as slowly as possible and check out each corner to make sure you don't get a nasty surprise. The heat sensors in the Nightvision will help you to target the shooters in the treetops. They won't know what hit 'em



Lian has radioed you about a hostage situation occurring at the tennis courts to the NorthEast. This is tricky. You must take out both the patrolling guards at either end of the tennis courts before you go near the hostages. Stay in the shadows to avoid being seen. Nice clean shots to the head please. If you miss and alert the terrorists, the hostages will be executed instantly



You've successfully iced both the guards. Now it's time to shoot the guard holding the hostages. One shot to the head with the Nightvision rifle should do the job nicely. Make a wrong move and the hostages are done for, so hold your nerve and don't let that trigger finger shake. Try kneeling down (X) to steady your aim. Remember, the margin for error is nil

spotted, terrorists WEAPONS NEEDED: 9mm, Nightvision rifle, M-16



Marcos is a slippery devil to kill. When he sees you he'll run about like a madman, calling for reinforcements. He's wearing a flak jacket so body shots will be ineffective. Use your M-16 and keep moving and rolling to avoid his bullets. Don't give him the opportunity to get a good shot at you

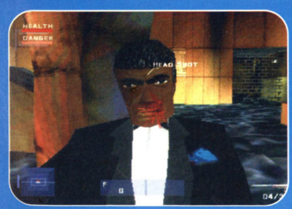


You've dispatched that snake Marcos and you're nearly home free. Marcos has alerted the shooters guarding the Freedom Memorial so you have to be very careful not to be seen. If they spot you, they'll kill you in seconds. Use the shadows to creep around and get an idea of the layout



Inside the Freedom Memorial you're faced with Anton Girdeux, Rhoemer's arms expert. Girdeux loves to taunt you while trying to crisp you with his flame-thrower. Keep strafing around the room, avoiding the jets of flame, which mean instant death. Use target-locking (R1) as you move about and aim for his backpack

guards WEAPONS NEEDED: Sniper rifle, 9mm, stealth behaviour



You've discovered that Benton is the Agency mole, and now he must be eliminated. No need for stealth here. Just keep moving around to avoid Benton's machine gun fire. Go for accurate shots to his head as he's wearing a flak jacket. This will be difficult when you're constantly moving, so try and look for furniture to hide behind and take some pot shots at him when you can



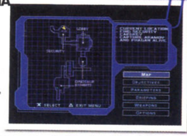
This section is hell on earth. Dozens of shooters come at you from all angles. Keep dodging while targeting them. Try not to waste ammo. Avoid shooting blindly. Don't try hiding behind pillars and sniping. When you've polished 'em all off, press the switch at the top of the Temple exhibit and slide down the middle as fast as you can. Leg it round to the gate on your right before it closes



The Moon base section is fairly routine. Plenty of freaks to fry, but that should be a piece of cake by now. You will need to get the elevator working to complete the mission, however. When standing on the elevator platform, use your L1 target button to look up and then shoot the faulty button that is giving off sparks in the ceiling. That should get you moving and onto the next stage

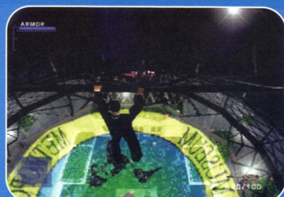
MISSION FOUR:

NEW YORK CITY: EXPO CENTRE DINORAMA

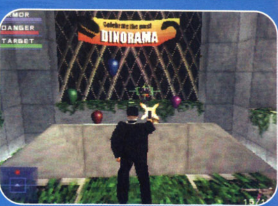


You've tailed Phagan to his meeting with Rhoemer's top assassin, Mara Aramov. You need to get close enough to hear what's going down between them, which means you've got to be really sneaky. The Agency wants them both kept alive so you'll need to stop Aramov from killing Phagan. It's tricky, but you can handle it. Course you can.

TASK: Keep Phagan alive **DIFFICULTIES:** Aramov wants Phagan



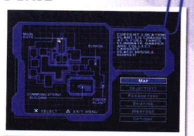
You need to find a way to get down from the exhibition roof. Look for a girder halfway across the gantry. Jump up, swing across, hope for the best and then leap down. You'll smash straight through the glass roof and straight into the dinosaur exhibit, which also happens to be full of shooters



Main aim here's to obtain the key card allowing you to progress. Expect shots from all angles with little cover, so keep moving and use your K3G4 Assault rifle. Teflon coated bullets will cut through the flak jackets so no need to aim for heads. When you've cleared the room, climb to the balcony to find the key card

MISSION FIVE:

RHOEMER'S BASE

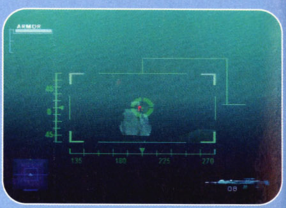


You've located Rhoemer's snowbound hideout. Your mission here is to plant explosives on four fuel tanks. You'll also need to disable the base comms satellite and find a way to get into Rhoemer's secret missile bunker. To reach the bunker you'll need to eliminate the base boss, Gabrek, and steal his key card. Stealth is paramount here. It's essential that you are able to move about without being seen. You're in the enemy lair, and if they spot you they'll hunt you down like a rabid dog. Oh, and it's damn cold, too.

TASK: Invade enemy base **DIFFICULTIES:** If they see you, you're



Use the gas grenades that you find in the lockers at the beginning of the mission. Whatever you do, don't shoot either of the guards, as you'll alert the other one immediately. Wait until the gas disperses before you go to pick up the weapons



Staying close to the wall, use your sniper rifle to take out the tower guards. Track their movements and don't shoot until you have a locked-on head shot. Anything else will bring down a swarm of goons on your back, so keep it neat and tidy, soldier

MISSION SIX:

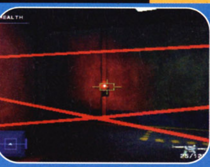
BASE BUNKER

There's no map available here, and the lights are all out as well. The base has been alerted to your presence by a silent alarm, so you'll have to contend with flashing lights, sirens and plenty of guards. Your mission is to catalogue nine missiles before escaping to the roof. Good luck.

TASK: Log base's missiles, get out alive **DIFFICULTIES:** The base's guards



Feel free to blast away at the guards. You'll murder 'em because most of them aren't wearing flak jackets, so body shots will do as well as head shots. Avoid the laser beams at all costs when dodging enemy fire

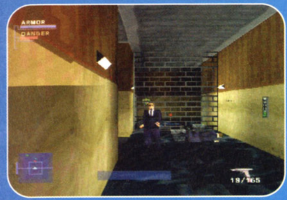


To progress, you must shoot the flashing red boxes to turn off the forcefields. Sometimes you'll be able to flick the switches manually. Don't turn your back though, as you're sure to be ambushed. As always, stay alert for marauding guards

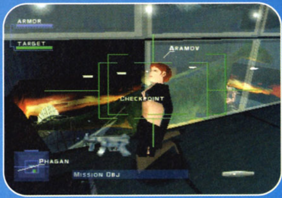


When you find each group of missiles, log onto them so that Lian can register the details. If you get attacked by the enemy, fire carefully and make sure you don't hit the missiles, otherwise the mission will be over. And so will the world

dead **WEAPONS NEEDED:** K3G4 Assault rifle, taser stunner



Use your keycard to open the gate. Watch out, as two guards will rush towards you. Both are wearing flak jackets so use the K3G4 or try and get some quick headshots in. Your aim will need to be good though, as they're both very quick. Try strafing from side to side and don't let them target you or you're dead meat



Another tricky one. Listen to what Aramov has to say to Phagan and then quickly use your taser stunner on Aramov before she can shoot Phagan. If you shoot Aramov the mission is over because the Agency wants her alive. Once she's stunned, you have to find a way to reach the balcony

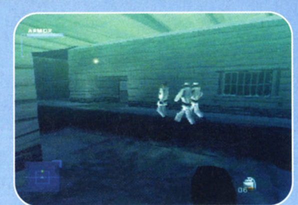


Climb up on the dinosaur and then swing across to reach the balcony and the mission end. When on the dinosaur's back, don't try swinging across until you've dusted off the last batch of guards, who'll creep up on you as you're about to swing. If you're up in the air you'll be defenceless, so wait for them to arrive

dead **WEAPONS NEEDED:** Gas grenades, sniper rifle, explosives



The fuel tanks are surprisingly not too heavily guarded. Take a breather here and place the explosives where indicated. If you have trouble locating all the fuel tanks, make sure you've looked behind all the barrels and boxes on the base



After placing the final block of explosives, watch for Gabrek and his guards coming towards you. If they see you, you're dead, so run and hide in a nearby doorway. As they pass you, lob a gas grenade to take 'em out. Grab Gabrek's keycard and head for the bunker



Once you're in the bunker entrance there are plenty of guards to look out for. Gas grenades are helpful here when they come at you in waves. Individual guards are easy to pick out, but keep alert and look round corners to avoid being ambushed

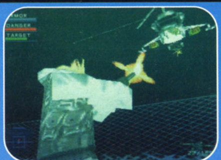
are expecting you **WEAPONS NEEDED:** Torch (OK, it's not a weapon), Nightvision rifle



When you hit total darkness it's time to use the torch. Try and move very slowly to avoid crashing into the laser barriers. If you run, you'll bump into the enemy and need to swiftly dump the torch and arm yourself



Once you've logged all nine missiles, you can reach the elevator by using your Nightvision rifle to shoot out the last laser beam switch, which is cunningly hidden in the darkness just beyond the final laser barrier. Make a run for the elevator



Finally, you're on the roof. Shoot down the chopper. Keep moving and avoid its lights. Stay still and you're dead. Keep target lock on and let rip. Watch for the guards jumping from the chopper. Get this far and you're one hell of a covert operative

TELL US WHAT YOU WANT!

We want to know what games you've just bought, or are about to buy, and would like to see a Masterclass for. Write it down and send it to us at Masterclass, Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.

RACING GAMES

DAYTONA USA
Saturn £10 approx (Arcade version also available)



WHAT CAN I RACE?
Nascar-style high-powered cars built to survive some extremely close races. In the Saturn version you get a whole load of different cars to collect, on top of the arcade's measly two.
HOW MANY PLAYERS?
In arcades, banks of up to eight giant machines can be linked up, complete with cameras showing live pictures of players' faces onto TV monitors for everyone to laugh at. The original Saturn version is one-player only, but the feeble *Championship Circuit Edition* added a crappy two-player mode. Don't bother with it.
BEST RACECOURSE?
The Beginner oval circuit is simple, but is always an intense experience. 40 cars racing together into the famous Sonic Curve is bound to lead to a pile-up.
HOW FAST IS IT?
In places (and if you're good enough to avoid crashing) the cars can pick up some impressive speed.
SPEED RATING:

SEGA RALLY 2
Dreamcast (Arcade and Saturn variations also available)



WHAT CAN I RACE?
The arcade's selection of top real-life rally cars, as well as an extra load added for the home version. You can customise all the settings before each stage to make sure their handling is just right.
HOW MANY PLAYERS?
With just one Dreamcast, two people can race together in a split-screen head-to-head mode. But it's much better if you play a four-player game over the internet – the only problem being that there aren't any games running in the UK yet. Have a four-player game in the arcade if you want to see what you're missing.
BEST RACECOURSE?
*Sega Rally 2*s stages are challenging, but not as immediately memorable as the original *Sega Rally*s. Thankfully, the classic Desert stage is hidden in one of the later championships for you to find. Its combination of twisty corners with high walls, lots of ramps in a row and a powerslide-testing long final bend make it one of the best tracks ever made!
HOW FAST IS IT?
Being a rally game, *Sega Rally 2*s cars don't get up all that much speed, though it certainly seems quick when you're going round corners sideways. The Lancia Stratos is well known for being a bit quick on the straights, but the final hidden car manages to go even faster. Only the best drivers will keep it on the road.
SPEED RATING:

SUPER MARIO KART
Super Nintendo £19.99 (N64 variation also available)



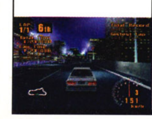
WHAT CAN I RACE?
You control a character from the classic *Super Mario Brothers* series of games, and race in a little go-kart which sounds like a lawnmower gone wrong. Everyone can pick up and use weapons.
HOW MANY PLAYERS?
The Super Nintendo game allows two people to compete in one-on-one races, full championships or all-out battle games. On Nintendo 64, four people can play at once.
BEST RACECOURSE?
Everyone has their own favourite, but the first Ghost House and the tricky Rainbow Road are two of the most popular. Plenty of opportunities for knocking people out, and some shortcuts for anyone good enough.
HOW FAST IS IT?
It's quick, but these are go-karts, not Formula 1 cars. Instead, perfect control of your kart and weapons are essential if you're going to win.
SPEED RATING:

RAGE RACER
PlayStation £19.99

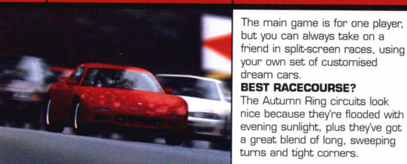


WHAT CAN I RACE?
There are loads of different cars to buy and upgrade with your prize money, from slow hunks of junk to evil-looking rockets on wheels. *Rage Racer's* cars have a distinctive handling style where they spin and slide at almost every corner. Oh, and you can design your very own team logo for the bonnet.
HOW MANY PLAYERS?
Only one at a time, but the whole game is geared around mastering the handling and courses on your own, then weaving in and out of the computer racers, rather than battling against other human drivers. You can't bash cars out of the way either – you'd lose too much valuable speed.
BEST RACECOURSE?
There are a number of variations of the same massive course, but zooming down the near-vertical slope as a jet plane buzzes overhead is always great. Taking your latest and greatest dream machine into an intense oval race is a real test of concentration.
HOW FAST IS IT?
The top few cars go so fast they're almost impossible to control, except on the high-speed oval course. If you blink, you're dead meat.
SPEED RATING:

GRAN TURISMO
PlayStation £19.99



WHAT CAN I RACE?
Hundreds of different real-life cars, each with detailed statistics and upgrade potential. Though they can't be crashed, they all handle just as you'd expect the real things to do.
HOW MANY PLAYERS?



The main game is for one player, but you can always take on a friend in split-screen races, using your own set of customised dream cars.
BEST RACECOURSE?
The Autumn Ring circuits look nice because they're flooded with evening sunlight, plus they've got a great blend of long, sweeping turns and tight corners.
HOW FAST IS IT?
Just get a Nissan Skyline and upgrade it to the max, then try to keep it on the road for a whole lap.
SPEED RATING:

Speed is everything, speed in racing games is king. To celebrate the very best (and that means both car-based driving right through to futuristic hover-ships that travel at 1000mph) we've got together ten of the hottest. If you have any of these in your collection, dig them out and play them again. Otherwise, if you see them in your local games shop, buy them – they'll give you one hell of a buzz.



SPEED KINGS

Every game here is dead cool to play in its own right, but that's not what we're on about. The ratings at the end of each game tell you not so much how good they are, but how fast they play. One is slow, five is ooops, there it went!









MICRO MACHINES V3

PlayStation and PC £19.99 (N64, MD, SNES, and others)

WHAT CAN I RACE?
Loads of titchy toy cars, as well as toy helicopters, toy boats, toy tanks and various other plastic miniatures. They all drive differently, and race in different parts of the house and surrounding garden.

HOW MANY PLAYERS?
Up to eight people can play at a time if they share joypads. Otherwise, the four-player mode is the best, though there are plenty of two-player options. The Mega Drive version let two people plug joypads into the game cartridge for amazing four-player action.

BEST RACECOURSE?
With four people, the track known as Turbo Turns in *Micro Machines 2* is unbeatable. Super-fast sportscars race along enormous straights, then have to get round extraordinarily tight hairpins.

HOW FAST IS IT?
As you view the action from overhead, racing at high speeds seems rather terrifying. Then again, being toys they're probably only moving at two miles an hour.

SPEED RATING: 3

WIPEOUT 2097

PlayStation, Saturn and PC £19.99 (N64 variation available)

WHAT CAN I RACE?
Sexy futuristic hoverships which pick up missiles and other weapons on the way. They leave a fancy glowing trail as they glide around the massive cityscapes, too.

HOW MANY PLAYERS?
Two people can link PlayStations for head-to-head races, but for most people it's one-player all the way. *Wipeout 3* is coming soon, and has some two-player split-screen modes to look forward to.

BEST RACECOURSE?
You can't beat racing at night in a thunderstorm, on a track hanging hundreds of feet in the air from the bottom of hovering aircraft. The constant up-and-down movement of the whole course will make you feel queasy.

HOW FAST IS IT?
The fastest racing class is extremely rapid – but you'll have to be a top pilot if you're going to catch up with any of the other racers.

SPEED RATING: 4

COLIN McRAE RALLY

PlayStation and PC CD-ROM £19.99

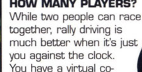
WHAT CAN I RACE?
Any of the world's top rally cars, or a 1970's Ford Escort. Whatever you pick, it'll be coated in mud in a matter of seconds.

HOW MANY PLAYERS?
While two people can race together, rally driving is much better when it's just you against the clock. You have a virtual co-driver to keep you company, just in case you get lonely. Pay attention to his coded navigation instructions – he's your only hope for getting to the end of the stage in one piece.

BEST RACECOURSE?
Though they're all hard work, the first rally in New Zealand is great because of its combination of mud, gravel and tarmac roads. There are fantastic sections where you speed across open fields, then slide through small gates onto the next section of the track. And all of this has to be done in reduced visibility.

HOW FAST IS IT?
Although you rarely reach a hundred miles an hour because of all the corners in your way, it feels a hell of a lot faster when you're inches from a ditch during a thunderstorm. At night. In the mud. Then it feels fast.

SPEED RATING: 3



DIDDY KONG RACING

Nintendo 64 £49.99

WHAT CAN I RACE?
You can play as Diddy Kong and his friends, all of whom race in go-karts similar to those Mario and pals use in *Super Mario Kart*, as well as cool hovercrafts and little aeroplanes.

HOW MANY PLAYERS?
Four people can race together in a number of different modes – collecting eggs in an aeroplane is a lot of fun, but straight head-to-head-to-head-to-head racing is always the best way to play.

BEST RACECOURSE?
Boulder Canyon's fun, especially in the tough Silver Coin Challenge mode. The little hovercraft you race in get bounced all over the place by the big waves rolling around the bay.

HOW FAST IS IT?
If you learn how to get the extra-fast boosts as you race (just let go of the accelerator as you hit the speed-ups, then hold it as soon as you boost) you can move pretty damn quick.

SPEED RATING: 3

F-ZERO X

Nintendo 64 £29.99 (Super Nintendo variation also available)



WHAT CAN I RACE?
There are tons of aliens to play as, each with its own brightly-coloured hovership. Every one handles differently, but they're all very evenly balanced. No need to worry about stupid "You can't be HIM!" arguments then.

HOW MANY PLAYERS?
There's a four-player split-screen mode which is just as fast and smooth as the one-player game, but it's a lot easier to see what's going on with only two people at a time. Masses of computer-controlled racers make up the numbers in one-player games.

BEST RACE-COURSE?
Port Town is great because it's got some very tight corners which will sap your precious energy as you smash into them, but then again, every course is bound to be impressive when you've got 29 other racers in a bundle with you.

HOW FAST IS IT?
F-Zero X's graphics are stylish but simple, and move at insane speeds. In certain sections you'll feel like your brain is going to switch off because you're going so fast.

SPEED RATING: 5


PULL-OUT POSTER
computer and video
GAMES
TOMB RAIDER: THE LAST REVELATION Next month, see more of Lara in our full review



EASY

Have you been playing a recent game a lot? Then there's a good chance you've got a sneaky little tip or cheat that will help others players. We're offering £10 to anyone who sends us such a tip (or tips) worth printing, though we don't just want stuff copied from other magazines. By the way, sending in 45 old cheats doesn't mean we'll send you £450 to spend on a Dreamcast and games, Darren Obryan.

PLAYSTATION

David Aitken from Esher in Surrey has figured out two ways of getting the M-79 grenade launcher on the first level of **Syphon Filter.** *For sharing his tricks with you lot, he gets himself an easy £10. Nice one.*



■ SYPHON FILTER

The First Way

Go into the bar and follow the path round as if you were going to kill Kravitch. Just before Lian Xing contacts you, there's a small room with a goon inside. Kill him. Climb out of the room via the window after breaking the glass. If you look to your right, you'll see a wall with tons of graffiti on it and an elevator leading down to the basement.

Let Lian talk to you about the bank then climb on the blue box thing in front of the gate. Walk right to the edge of it and push Triangle. Gabe will climb onto a fire escape. Walk to the open end of this and push Triangle to make Gabe jump and grab onto a drainpipe. Shimmy across and drop down.

CAUTION: As you are about halfway across, two goons will attack. Obliterate the first one but you may have a little trouble killing the second. Try using your new M-79."

The Second Way

"In the highest level of the subway, deactivate the bomb and kill all the goons. On the side of the track with the opening that goes inside to an elevator which takes you to the lower level, there are more than just two openings. Follow the track down until you come to the part with the gas pipe overhead.

Continue until you come to an opening. Go inside and turn on your torch, then go left and you'll find the M-79. Now get out your M-16, as you climb out and go to the left-hand side you'll find a goon. Kill him and pick up the grenades and Flak Jacket.

■ V-RALLY 2

To get all the cars and trophies, go to the Game Progress screen and press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X, Select. You should hear a noise. Now highlight an empty square and press X to unlock the car and trophy.
Mark Dickens, Homerton

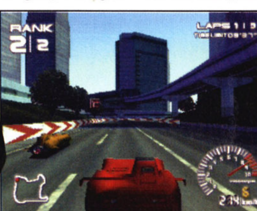
■ RIDGE RACER TYPE 4

Turbo Boost

Choose manual gears and at the start of a race, hold the accelerator. Then, when the lights turn green, flick the gears up to 2nd. You then should accelerate hard from the starting grid, giving you a good headstart.

Extra Boost

While playing, press and hold L2+R2. This will give you a quick burst of acceleration and will also speed you up a bit. It's hard to see at first, but you will notice that the bonnet of the car will rise up and the speedometer will rise. This is most useful when you crash into a wall or get rammed by the computer/other players.
Paul Bruckshaw, Derby



Do you have a need for speed? Then we can help

GAME BOY COLOR

Stephen Shaw from Co. Galway in Ireland has some bits and pieces for you to try out in this classic Game Boy adventure. They're not all that useful, but they're entertaining nonetheless. Have a tenner to put in your pocket, Stephen.

■ LEGEND OF ZELDA: LINK'S AWAKENING DX

The Shoplifting Trick

This is easy. Enter the shop in Mabe village and get an item, then run around the shopkeeper and run out of the shop when his back is turned. Whenever you talk to someone they will call you a thief. If you go back in the shop the shopkeeper will kill you with a gun or something.

The Missile

The Missile is kind of easy to do. You get the bombs in the A button and arrows in the B button, then press both together. The arrow comes out and explodes. You lose an arrow and a bomb.

The Warp

The Warp makes it possible to almost finish the game without even getting the sword. When you are about to cross a screen with an obstacle in the next screen, press Select as the screen changes and you'll be at the far side of the next screen (you might get stuck in a wall or a tree though).

The Second Sword

You get the Second Sword if you collect 20 Secret Seashells and go to the Seashell Mansion. When you get 5, 10, or 15 Secret Seashells you get something if you go there.

The Mansion Trees

This is a useless but entertaining bit of information. If you run into a tree outside the Seashell Mansion with your sword out, the trees talk to you. It gives you a bit of information.

"I used to store a fag behind me right ear but these days I go for something a bit bigger"

MONEY



Send in your best tips and get £10 in return



NINTENDO 64

Adam "The Glosh" Shaw from Littlehampton has sent in a complete list of passwords for Quake 2 in Hard Mode ("Normal is for learning the controls, and Easy is only for the kind of people who buy Action Replays," says Adam). Well done Adam – have a tenner.



■ QUAKE 2 HARD LEVEL PASSCODES

Level 0	FVBS LBBB 7VBC 3BGB
Complex	61BN QJPB ZQBR 53J5
Intelligence	12LQ P4QF BBVC PB5J
Communications	22QM BFVV 16V0 VJD4
Orbit	V27J KNZY 70V1 CJ4T
Station	W27F KX3D 5FV9 VDV9
Ship	T23S WSFW RWKC S9R2
Cargo	STYF OTG2 15LK KF6C
Mines	RT4S 6238 B8LD JGS0
Storage	QTOF NYT8 NBZR T5Q9
Organic	PP02 Q?1R KZS8 ?1TT
Process	NL?9 GQ2Z 716R BRC2
Geo-Stat	MMH3 0JG5 HMND QP20
Jail	LPFO KOMX 15?Q VDYC
Lab	KPKO MRDK 5DX8 984L
Bio	JPK? WY7X TSDK KL1?
Conduits	HPP7 HSMR GQ1Z ZCQX
Core	GWWZ SF2Q GZ86 S7CF
Command	FMWX P5H2 Z1C0 3N4K

Not tough enough to get into the big boys' playground? Then try these and see what happens

■ STAR WARS: ROGUE SQUADRON

Amazingly, LucasArts hid the Naboo Fighter from Episode I: The Phantom Menace in Rogue Squadron and kept it quiet until after the movie was released. To select it, enter your passcode as 'HALIFAX?' and select Enter Code. Now put in '!YNGWIE!' and select Enter Code - the Naboo Fighter should be available on the ship select screen, but only for non-Snowspeeder missions.

Gez Lloyd, London



■ LEGEND OF ZELDA: OCARINA OF TIME

To collect all the gold Skulltalas easily, you can try using this bug. Getting all 100 only earns you a rupee, but it's worth getting at least 50 while playing. Don't use this cheat if you're playing the game properly - it'll ruin your enjoyment.

Go to the part where you sneak into the castle as young Link and play the Song of Storms at the tree in the corner. Kill the Skulltala below and Z-Target it with the boomerang. Backflip as it is getting the token and you'll get it. Go down the hole again and do the same again.

Ashley Gaskell, Wigan

■ TUROK 2

To fly through the air shooting dinosaurs with giant shoulder-mounted cannons follow these directions. First off, make sure you've got the Nuke (use the Big Cheat mode by entering the code BEWAREOB LIVIONISATHAND) and go to the first area in Level 2. hoot the dinosaur with the Nuke, then climb onto the dinosaur before the explosion. It will be destroyed, but (if you survive the blast) you'll be left flying in the air with the dino cannons.

Danny Wild, Altrincham

PC CD-ROM



Howzat! for a classic shortcut?

■ BRIAN LARA CRICKET

To get the World XI, use the password OLDTIMER.

Enter these passwords to access the various Classic Matches.

2. TAKEAWAY
3. WIPEOUTS
4. TIMELINE
5. SCARFACE
6. SILLYBOY
7. COPYCATS
8. HALFLIFE
9. NITEOWLS
10. FINISHED

Paul Partington, Merseyside



In space nobody can hear you scream, "Cheat!"

■ ALIENS VS PREDATOR

To get 255 magazines for the marine's grenade launcher, use up all of its ammo so you switch weapons. Now switch back to the grenade launcher and as soon as you get it out, hold the Secondary Fire button and press the Primary Fire button as well. You should now have 255 magazines of the last type of grenade you used.

Paul Leyland

Send all of your tips to:
WHAT YOU NEED TO KNOW, COMPUTER AND VIDEO GAMES, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP

Q **What's it really like to be:**

Michael Owen

Eddie Irvine

Didier Deschamps

Oscar De La Hoya

Carl Lewis?

A

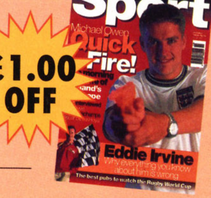


WHAT SPORT'S REALLY LIKE



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£1.00 OFF when you buy the October issue of Total Sport Magazine





NCH number is 1125 01116

Name ______________________

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TO THE CUSTOMER: This coupon can be used in part payment for the October issue of Total Sport Magazine. Only one coupon can be used against each item purchased. No cash alternative available. Do not attempt to redeem this coupon against any other product as refusal to accept may cause embarrassment and delay at the checkout. This offer is valid to the consumer until 1 October 1999. Offer limited to UK only.

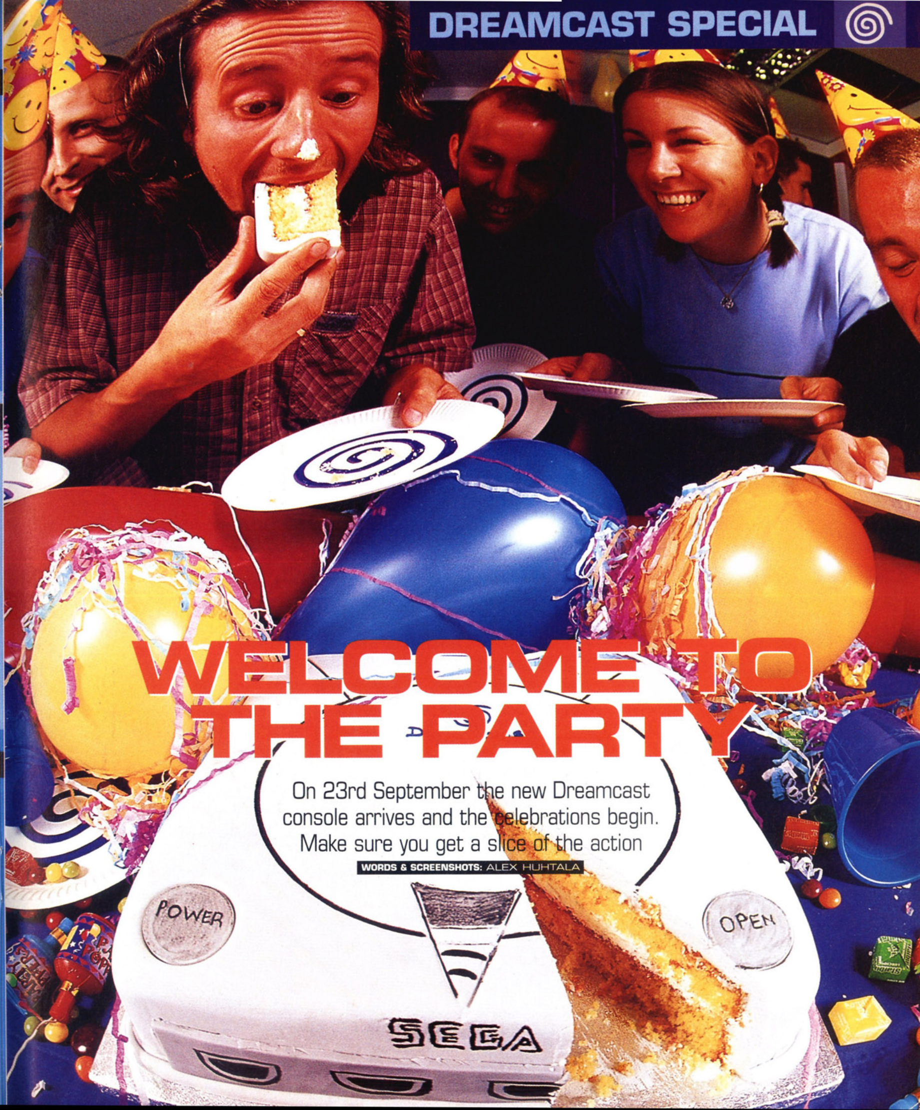
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Exclusive to W H Smith.

WELCOME TO THE PARTY

On 23rd September the new Dreamcast console arrives and the celebrations begin. Make sure you get a slice of the action

WORDS & SCREENSHOTS: ALEX HUHTALA



DREAMCAST

Sega's Dreamcast is the most powerful console ever, but more importantly it's the first console that allows you to get on the internet and play other owners without leaving your house. Playing games will never be the same again.

By now you may have made your mind up to buy one; if you're still undecided then read on and join in our celebration. We'll explain why the console is revolutionary and then take you through the incredible games that you must play when the machine

THE CONSOLE

Smaller in size than PlayStation and Nintendo 64, but packing far more power, the Dreamcast can go head to head with most arcade games and outperform the majority of PCs. Four ports at the front of the machine allow for multiplayer games without the need for an adapter, and the modem means you can play friends without inviting them into your house.

"A console launching for under £200 is a first"



THE GUN

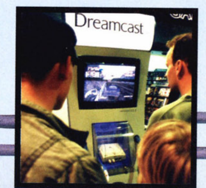
Light guns always look stupid, but the DC one is more compact than most. Especially considering that it has a couple of funky features built in. There's a slot for a VM unit, or Vibration Pack – the latter giving the impression of recoil, though it's not that powerful. A direction pad and two buttons at the top of the handle could allow you to move characters while aiming somewhere else. Hope someone makes that happen. Meantime the gun makes *House of the Dead 2* complete.

THE INTERNET

Experts are predicting that the future of gaming is online; Dreamcast is the first console to play a major part. The modem allows you to hook up to the internet, where you can send and receive e-mail, talk to friends on chat sites and browse the World Wide Web. Certain games will also have online capabilities so you can play against other owners.

Sega are currently setting up servers around the World and soon you'll be able to play against gamers from all over Europe. Unlike most other internet servers in this country, this is all free. All you pay for is the phone call and that will be charged at the normal rate of a local call - which is practically nothing off-peak.

"Playing games'll never be the same again"





IS HERE

VM UNIT

Another revolutionary aspect of the Dreamcast is the memory card, or Visual Memory Unit to give the device its proper name. The small screen allows information to be displayed, without having to hook the card up to a console. You can even play small games on the unit, which are downloadable from the Dreamcast or the internet. *Sonic Adventure* and *Power Stone* make best use of this.

Each game uses the VM Unit differently. It's main use is saving high scores and best times, but developers will discover new uses for it. Upcoming *Ready 2 Rumble Boxing* uses the VM Unit to display punch power and damage. You can also link two VM Units to swap information or to play a game against a friend.

THE JOYPAD

It seems you can't launch a console these days without a revolutionary design of pad. The PlayStation introduced the idea of symbols rather than lettered buttons, the N64 gave us the analogue control stick, and the Dreamcast offers analogue shoulder buttons. How important are these? Well, you only need to play *Sega Rally 2* to find out.

There's also a choice of digital or analogue directional control, to be used as each game dictates. When the system was first unveiled many people were disheartened by the amount of buttons on the pad, thinking four was too few. But word reaches us that more pads are on the way from other manufacturers.

The two holes in the top of the pad are for the VM Unit and a separate Rumble Pak, which should be on sale shortly after the machine launches.



IT'S CHEAP

Believe it or not, but a console launching for less than £200 is a first. Not only is the Dreamcast the most powerful console ever released, but it's also the cheapest. The PlayStation cost £299 when it was released and the Nintendo 64 was £250.

CONSOLE	£199.99
CONTROLLER	£19.99
VM UNIT	£19.99
KEYBOARD	£19.99
SCART LEAD	£19.99
WHEEL	£44.99
ARCADE STICK	£34.99

"Dreamcast goes head to head with most arcade games and outperforms PCs"



WORDS & SCREENSHOTS: ALEX HUHTALA

COST: £39.99
OUT: 23 SEPT
MULTIPLAYER: NO
COMPATIBLE: VM UNIT/ JOYPAD

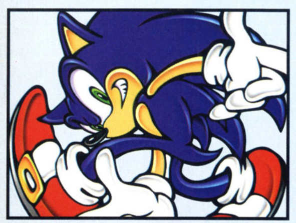
Sonic Adventure is one of the best games *ever* made. With Dreamcast's extraordinary abilities, many things you thought were impossible to see and experience in computer games are now here. Comments like "Wow! This is impossible," will pass your lips as you play *Sonic Adventure*. Brilliant in every way, it's a work of art.

SONIC

It's been a long time coming, but we've been very

NOT JUST THE HEDGEHOG

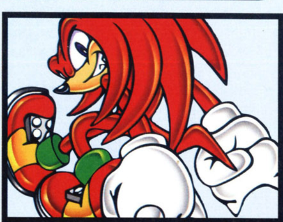
Sonic is too big a game for only one character, so there are six. As you follow their separate stories, their paths cross to form the complete adventure.



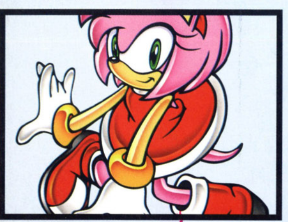
SONIC THE HEDGEHOG Famous for his lightning fast speed. So quick he can defy gravity, and he rolls into a ball to attack enemies



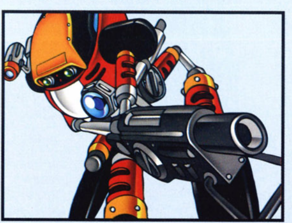
TAILS Can propel himself up in the air and fly with his tail. Jake "Anakin Skywalker" Lloyd provides his voice



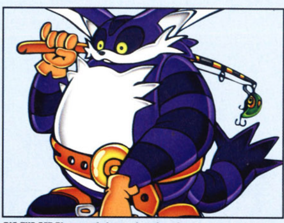
KNUCKLES THE ECHIDNA He's been in a Sonic game before, but this time there is a whole city of his people. Can walk up the walls too



AMY ROSE Sonic's girlfriend who's very good at solving puzzles. Her story and levels are more cuter than the other characters



E-102 Dr. Robotnik's henchman, but is he so bad? You only find out every characters' story by playing through their levels



BIG THE CAT Bigger and slower than the other characters, but there's plenty to do with him. He's a fisher and a good swimmer

THE BAD GUY

Dr. Robotnik is back and he's more menacing than ever. Sonic must save his world from the mad scientist by enlisting the help of some of his friends, freeing the land as he progresses in the adventure. The game is vast and will amaze you.



Sonic races through levels at speeds that are unbelievable; you'll never have seen anything like it in a game before



When the action slows down, Sonic must make his way past the usual platforms. The game looks and plays superbly throughout



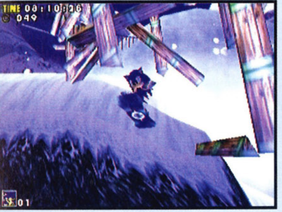
While you're still recovering from the sights you've already seen, *Sonic* throws even more incredible action at you; it's amazing

ADVENTURE

patient. The best things come to those who wait

LOTS TO DO

When you've completed all the levels with every character, the game is far from over - go back and face new challenges including beating the time limit or collecting a set number of rings.



Sonic doesn't just run through the levels, he even tries his hand at snowboarding, going faster than an avalanche in the process



There's plenty of mini-games to play, like this simple racing game that is similar to F-Zero X. This game loves showing off

HOW DOES IT COMPARE? SONIC VS MARIO

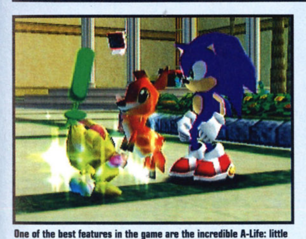
The only other existing game *Sonic Adventure* can be compared to is *Mario 64*. When Mario first appeared it was a showcase for what the Nintendo machine could do and impressed us with its graphics and playability. Now, Sonic is doing the same for Dreamcast but in a whole new league. Everything is bigger, faster and better. While *Mario* relies more on exploration, *Sonic* has always been about speed; this is the major difference between the two games. The long-term rivalry between them continues.



Mario 64 rocked the world when it came out. Now, it's the turn of Sega fans' favourite, *Sonic* on Dreamcast

GIVE A LIFE

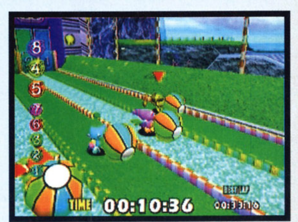
Dr Robotnik has turned all animals from Sonic's world into robots. When freed, the animals mate with little A-Life creatures you hatch from eggs. The creatures grow and become more like the animals you mate them with. If you train and feed them, both in the game and VM Unit, the creatures can enter and win special races.



One of the best features in the game are the incredible A-Life: little creatures that need your help to survive and evolve. By freeing animals in the main levels, you can breed them with the A-Life



When you've fed and bred your little friends it's time to get them fit and healthy. A large game in itself, the Chao Race is like an athletic version of Pokémon. See if you can breed a Linford Christie



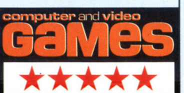
When you start racing your pets you must keep an eye on how they perform, press a button every time they fall and they learn from their mistakes. Mixing different creatures creates special abilities

WHAT WE THOUGHT

INCREDIBLE
Every once in a while comes a game that completely blows you away and is unlike anything else you've ever seen before. *Sonic* is that kind of a game. Amazing in every way, from mind-blowing graphics and super sonic speed to the actual size of the game itself. It's huge.

MORE THE MERRIER
The extra characters you get to play with allow you to enjoy the design of the levels in different ways. Sonic speeds through every location, so you don't have time to admire the smaller details, while the other characters allow you to do this. It really is a game where you'll stop and stare in amazement.

WHAT ARE YOU WAITING FOR?
Sonic is a real showcase game; it demonstrates the power of Dreamcast while at the same time is fantastic fun. Our advice, get *Sonic Adventure*, take a week long holiday, stock up on snacks and enjoy.



IF YOU LIKE THIS TRY THIS...
NiGHTS (Sega Saturn), *Mario 64*, *Zelda: Ocarina Of Time* (N64)



The *Virtua Fighter* games are legendary. Partly because *VF1*, launched way back in 1993, was the world's first 3D fighting game, and the second in the series is viewed as a classic.

Now, dedicated fans will tell you part three is another work of genius, while those not so close to the series aren't totally convinced. After all, *Tekken* on PlayStation has become the champion of the 3D fighting sales chart. Will *VF3tb* on Dreamcast win back the title? Let the bout commence.

VIRTUA FIGHTER 3tb

WORDS & SCREENSHOTS: PAUL DAVIES

Virtua Fighter 3 was an arcade classic and now you don't have to leave home to play it

TOURNAMENT BATTLE

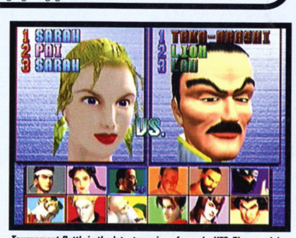
Winning over the hearts of *Tekken* heads isn't going to be easy. But let's try to turn a few of them all the same; it's not necessarily the lost battle some might assume. *Virtua Fighter 3*, including the *Tournament Battle* version that appears on Dreamcast, is arguably the most rewarding fighting game out there.



You'll find that *Virtua Fighter 3* still stands out in the arcade. It's unbelievable how visually close the Dreamcast version is



Pulling off the most impressive moves in *VF3tb* requires dedicated skill. Watch a master at work and you'll skulk away



Tournament Battle is the latest version of arcade *VF3*. Players pick teams to go against each other. Original mode's still available too

HOW DOES IT COMPARE?
VIRTUA FIGHTER 3TB VERSUS TEKKEN 3

Until Dreamcast, the most impressive 3D fighting game available at home was *Tekken 3*. There are pros and cons to owning both, so it's not a unanimous victory for *VF3tb*.

VIRTUA FIGHTER 3tb
Practice gives you results but the downside is that the game isn't so wonderful for lightweights wanting a quick thrash around. Graphically, though, *VF3tb* is stunning. The backgrounds are fully 3D, not cardboard box sets like *Tekken 3*. Acquaint yourself with Akira Yuki, Pai Chan, and Shun Di as soon as possible. They're the coolest. However, if you love great characters, *Tekken 3*s line up is far more varied and extensive.

TEKKEN 3
Tekken 3 gives you moves for free occasionally, which is annoying for skilled players fighting a novice. Makes more sense having four buttons for punches and kicks too, as opposed to the Guard, Punch, Kick three-button set-up in *VF3tb*. For a two year-old game on a five year-old system, *Tekken 3* still looks wicked alongside *VF3tb* on Dreamcast.

COST: £39.99
OUT: 23 SEPT
MULTIPLAYER: **1-2**
COMPATIBLE: **VM SYSTEM/ ARCADE CONTROLLER (NOT YET AVAILABLE)**

ADVANTAGEOUS FEATURES

Two new features impressed the most. The first, undulation, refers to the way fighters can step up onto or down from some surfaces to gain a tactical advantage. The other is the ability to sidestep around their opponent. Sidestepping has since been put to good use in rival games *Tekken 3* and *Soul Calibur*.


Look at how the Great Wall of China is built into the distance. The hills are a flat backdrop, but you can see right round the wall



Pai Chan's stage is fought on a steep roof. Players struggling upwards get knocked down more but can duck attacks



Moving around your opponent is a skill that takes weeks to master. Once you're there, however, fights become far more exciting

BUNDLE OF JOY

In addition to the basic arcade game you also get a Versus mode. This enables you to go head-to-head in either Tournament Battle (teams of three against three), or Original mode. You also get a Training mode, so you can practice Akira's Stun Palm until you're blue in the face. Or any other part of the anatomy for that matter.


In Tournament Battle, each player chooses a team of three fighters. Each has one energy bar; once depleted, your next fighter's up


You'll notice that the backgrounds change according to whether it's Tournament Battle or Original mode


Another nice little extra is a History option, accessed from the main title screen. Shows how far the series has come since the first

WHAT WE THOUGHT

SHOWING ITS AGE
Even the greatest games can be beaten or improved on over time. It seems like every 3D fighter worth its blisters includes a side-step option, so it's no big deal anymore. That said, *VF3tb* still has the contoured floors in its favour - a nit-picking point that *VF*-ers will argue is crucial. In fact, it doesn't make that much difference.

THE COOLEST
"Akira's power will change the world," we once said in Computer and Video Games. He's still one of the greatest characters ever. Pai Chan is lovely too, and the expert's choice for humiliating people. Please, for your own sake, don't go with Sarah and ask for respect. She's cheesy. So's Jacky.

END OF AN ERA
If you're taking your Dreamcast seriously from the get go, pick this one up. Use the one-player game to brush up your skills, then enjoy endless rematches against friends who are also willing to spend the time becoming worthy challengers. If you're after something more flashy, wait for *Soul Calibur*.



IF YOU LIKE THAT TRY THIS...
Power Stone

One minute I was eating cake, now I'm like a member of Steps

From this day forth you will no longer play Nintendo or PlayStation. Now conga!



COST: £39.99
OUT: 23 SEPT
MULTIPLAYER: 1-2
COMPATIBLE: JOYPAD/WHEEL/VM UNIT

Sega's arcade racer has been reworked for the console. Racing games display the strengths and weaknesses of a piece of hardware, and although the Dreamcast doesn't quite pass the test with flying colours, it comes pretty close.



SEGA RALLY 2

The incredible arcade racer becomes an even better home game

WORDS & SCREENSHOTS: ALEX HUHTALA

THE FOUR SEASONS

Sega Rally 2 has great expectations resting on it's shoulders. Its parent game is still considered one of the best racers of all time and European gamers are known to rather enjoy anything that has four wheels in it. This game improves on the arcade heritage of the original, offering more cars, more tracks and a lot more replay value.



How far can you see ahead? Loads. Roads disappear into the distance with only a minimum amount of obstacles popping-up



The graphics are superb, from the cars and courses to smaller details like the flame-out on the exhaust



As you progress, the courses get tougher and more demanding, but their appearance will always take your breath

CAN IT GET ANY BETTER?

Each race places you in a pack with 14 other cars. Being a rally game though, you compete across stages, progressing through the field if good enough while driving through some different environments. To stay ahead you'll have to listen to your co-driver who always tells you where the next turn is.



One race may be on tarmac, but the next could be on ice or mud; the cars handle differently on each, really testing your skills



Weather also effects how the cars handle. You have to pick the tyres before a race, making your decision all the more important



Getting a good start is essential; the courses are so demanding that a poor start can make it impossible to finish with a podium place

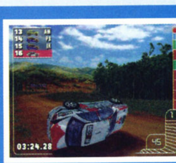


HOW DOES IT COMPARE? SEGA RALLY VS COLIN MCRAE

The game closest to *Sega Rally* is *Colin McRae Rally* on the PlayStation, both offering the same style of racing game.

Colin McRae Rally is a truer representation of the sport as it features just one car on the road, competing against the times of other drivers. The courses you compete on aren't circuits like in *Sega Rally 2* either, they're proper stages with a beginning and end and plenty of checkpoints along the way. You can also wreck the car realistically in *Colin McRae*, something which *Rally 2* can't boast.

What *Sega Rally 2* does better is of course give you incredible visuals. But these don't make a game great, it's the gameplay which is important and here it's pretty unbeatable. Each course is designed to perfection, offering twists and turns which may frustrate you to begin with. Sega Rally doesn't beat McRae hands down, in fact we'd recommend that you get them both.



Both *Sega Rally 2* and *Colin McRae* are excellent games. Yep, *Sega* looks better but *McRae* is more realistic. So buy them both!

LONGERLASTING

The original *Sega Rally* when converted to the Saturn was quite short because of the amount of tracks and cars you could play with. The sequel is very different. Sega have added a brand new 10 Year mode, which offers loads of new courses, plus a much bigger challenge all of which makes the game much better value for money.



The 10 Year mode introduces new environments to race on; Isle and Muddy allow for some more traditional looking rally courses



Look at him in the dodgy vest; better just pull over to the curb and give him a... wait-a-minute, what were we thinking?



At the end of the game you'll want to be on that podium being doused in champagne. Oh well, just have to start all over again

WHAT WE THOUGHT

THREE, TWO, ONE...

As the first driving game on the Dreamcast, *Rally 2* points to some incredible treats in-store with the console. Even better, it's almost perfectly mimicking an arcade game that once cost £10,000.

COULD TRY HARDER

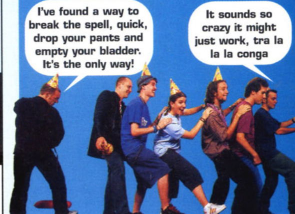
The only gripe is that an originally planned internet feature has been removed. There are rumours that Sega are planning to incorporate the feature in a new version of the game, released next year. The only other downer is the frame-rate; when the game is moving at 60 frames per second it looks great, but this occasionally falls to 30 fps. It's not so bad, as most other racing games run at 20-30 fps.

GAME OVER, YEAH!

This is a fantastic racer on Dreamcast. It also suggests that Sega won't rest on their laurels and bring us just arcade conversions anymore, they'll also give us extra modes that will add depth and longevity too, or in other words – you're thumbs better are in for a bashing.



IF YOU LIKE THIS TRY THIS...
Colin McRae Rally, *V-Rally* 2, *Gran Turismo* (PS)



POWER STONE

The way you think 3D fighting should be played is soon to be thrown into complete chaos. Oh goodie

WORDS & SCREENSHOTS: PAUL DAVIES

Fighting games are always simple to get started, but only the best keep you hooked past a couple of days. *Power Stone* has been on our play list since March, when the game first released in Japan. It is the game that convinces us Dreamcast has something different to offer, in addition to just being better. PlayStation has nothing that even comes close.

At its most basic, *Power Stone* is a straightforward button-bashing beat-em up. An arcade game worth a couple of quid in the slot. Then again, the longer you spend learning the tactics, the deeper the strategy goes. *Power Stone* becomes a powerhouse of incredible special effects and blindingly fast moves.

A GEM OF AN IDEA

Central to the whole *Power Stone* concept are the Power Stones themselves, which are three coloured gems that give fighters special powers. Power Stones appear at random on the fight stage. If a fighter collects all three, he or she is transformed into a Raging Super Being.



Part of the tactics in *Power Stone* is keeping your rival away from the stones while you get closer to them. If someone collects one, you can always beat it out of them



During transformation your fighter jumps into the air and disappears behind a flash of light, emerging with a mission to kick ass. A gauge limits your time to help do this



Raging Super Beings have extra-special moves, dubbed Power Fusion. To perform a Power Fusion move, jump and press one of the attack buttons simultaneously

GETTING AROUND

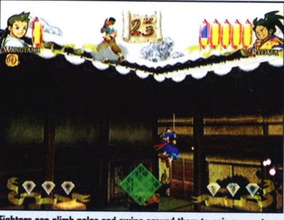
Fight stages are usually nothing more than theatrical backdrops, they set a scene for the relevant character. *Power Stone* is the first combat game to feature stages as obstacles and/or weapons and you must learn how to use each one to your advantage, or lose horribly.



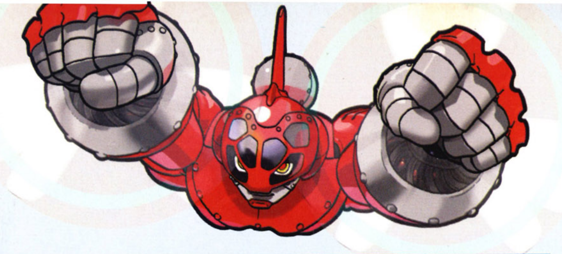
Some obstacles, such as boxes, barrels or chairs, can be kicked or thrown around. So even if the other guy is cowering on the far side of the stage, he isn't safe from you



Raging Super Beings are capable of uprooting the very pillars that supporting a stage. Swing these around like giant sticks. Gunrock and Galuda can do this anyway, they're so strong



Fighters can climb poles and swing around them to gain momentum for a big flying kick. They can climb onto roofs, kick-jump off walls, whatever they like. Anything goes



COST: £39.99
OUT: 23 SEPT
MULTIPLAYER: 1-2
COMPATIBLE: VM SYSTEM/ VIBRATION PACK (NOT YET RELEASED)

HOW DOES IT COMPARE?
POWERSTONE VS FIGHTING FORCE

Nothing comes close to *Power Stone* on console. The original *Fighting Force* is the only game with comparable features.

POWERSTONE
Even compared to the 3D-accelerated version of *Fighting Force* on PC, *Power Stone's* streets ahead, offering an almost impossible level of detail splattered with in-your-face special effects. Though *they* share the same control system (jump, punch, and kick) the ways you can explore this are much more varied in *Power Stone.* And the big bad bosses are bigger and badder by far.

FIGHTING FORCE
The appeal of this game was always intended to be traditional with its basic beat-em up action. Thing is, it got boring too quickly. If you prefer hitting people for a reason – i.e. they're crooks so they deserve it – maybe *Fighting Force* is an option. It's also good that you progress through the game like scenes in a movie. It's Die Hard without the talking bits. Compared it to games on PlayStation and PC, though, and *Fighting Force* doesn't cut it.



***Fighting Force,* something of a one-hit wonder?**

WEAPONS IN THE NICK OF TIME

To relieve some extra frustration, you could always pick up one of the weapons. These appear at random and are mainly for long-range attacks. Weapons require timing to get the hits in, however, so don't assume you've won just because you're toteing a gun.



It's powerful, sure, but the bazooka is slow to fire. While you're trying to land a rocket, the other guy could be jumping all over you like he's on a trampoline



The same weapons rarely appear on the same stage twice, though they do tend to appear in the same spot. Make sure you hang around the hot areas so you're first in line for the goods



There are five types of weapon to begin with: flame-thrower, bazooka, bomb, sword, and fire bomb. There are more to access after you've completed the game, including a hand pistol.

WHAT WE THOUGHT

SENSES OVERLOAD
First thing anyone comments on is how busy *Power Stone* is. That's true for about half an hour, then it all makes sense and it's fantastic. There are so many ways to strike out in this game, given the simple command system. But it's how fast you can think, as opposed to how fast you can conjure up a complex move, that counts.
Once you've got the dodge sorted, moving out the way in a split second, you become an unstoppable whirling dervish.

NICE VMS ADD-ONS
Another nice extra is the three Virtual Memory System games you can download. These mini games, which you receive upon completing the game with Falcon, Garudo, and Ryoma, are basic but funky .

AN ESSENTIAL GAME FOR DREAMCAST
Without a doubt. Though it looks confusing to begin with, the benefits of sticking with it are worth your while. It will blow anyone away who sees it. Your mates will be eating humble pie unless they own a Dreamcast.



IF YOU LIKE THIS TRY THIS...
Virtua Fighter 3tb



The world's first hoverboard simulator and the most original game on Dreamcast

TRICK STYLE

WORDS: ALEX HUHTALA SCREENSHOTS: ACCLAIM

The freshest of the Dreamcast launch games is *Trick Style*; we've already seen *Sonic* before, played *Rally, VF3tb* and *Power Stone* in the arcades, but *Trick Style* is all new. It's a futuristic racing game where you speed through large cities and show-off with spectacular tricks. If anything will get people talking about Dreamcast, *Trick Style* is it.

PICK ME

In *Trick Style* your performances aren't rated on the strengths of your board, but the strengths of the character that you play. There are plenty to choose from, all hailing from different corners of the globe; they all have strengths and weaknesses to tempt you into playing as them. Experiment with them all until you find the one that suits your abilities.



The best rider to start with is Angel, she's a good all-rounder and hails from England - hooray! She's got pig tails too



You start the game with only one board, win different events and you can earn more that are good for certain courses



The game is all about showing off whether you are going faster than the other riders or doing the best tricks, there's plenty to do

JUST GO STARIGHT AHEAD

Anyone who remembers the first time they played PlayStation's *Wipeout* will remember slamming into the walls and finding it difficult to go in a straight line. *Trick Style* is similar; it takes a while to get used to the handling of the hoverboards, but once you get the hang of it, it's a joy.



The best technique to learn is the luge, where your rider lies down to go faster on their deck. It's harder to turn, so use it on straights



The courses soon get tricky, so you'll need to get used to the controls or you're left at the back of the pack



Getting a good start is essential. The faster you can get into a luge position, the better your chances of winning the race



COST: £39.99
OUT: 23 SEPT

MULTIPLAYER: **NO**
COMPATIBLE: **VM SYSTEM/ JOYPAD**

HOW DOES IT COMPARE?
TRICK STYLE VS. 1080°

It may remind you of *Wipeout* but it has most in common with *1080° Snowboarding* from Nintendo, a game that relies on subtle controls and a large variety of tricks. *1080°* is an easier game to get into and is also the most realistic snowboarding game available too, but *Trick Style* is much, much bigger.



***1080°* is a great game that looks smart and plays even better. We play it every week**

AROUND THE WORLD

The game is split into sections, not just racing, although the main game is exactly that. Taking you on a world tour of famous cities where you'll compete against the other riders over five courses. Come first in these and you're allowed to enter a boss stage, where good trick scores allow you to travel to the next location.



The best place to perform tricks is a bowl, where the huge sides allow you to get big air, making for greater tricks



Some of the locations you race through will take your breath away. It's great to see a futuristic London appearing in the game



It may be fiddly to begin with, but *Trick Style* is a very impressive game. The graphics will make people sit up and take notice

WHAT WE THOUGHT

IMPRESSIVE
Once you forget your expectations, *Trick Style* will slowly take you over. Before you know it, you're racing like a professional, learning to make the boards go quicker, finding shortcuts in the courses and mastering the controls.

MINOR MOANS
The learning curve could have done with some tweaking. Some courses will prove difficult, while later levels you'll pass at your first attempt. Also, the first couple of courses in each city look amazing, with recognisable landmarks, but by the time you reach the fourth and fifth levels you'll see the same landmarks, which is a bit of an anti-climax.

PRACTICE
These are only points that would have enhanced what is already a fantastic game. It deserves to do well at launch; the most original game from the line-up is also a lot of fun. Be patient and you'll find a lot worth coming back for.



IF YOU LIKE THIS TRY THIS...
1080° Snowboarding (N64), *Wipeout 3*, *Tony Hawk Skateboarding* (PS)

Dan's gas has broken the spell. Quick Paul, grab the Dreamcast from that madman

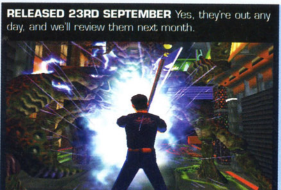
This machine was designed for *Sonic* and *Soul Calibur*, not a conga!

burp...

THE PARTY DOESN'T

The Dreamcast will have an incredible 25 games available by the end of October, with Sega themselves

RELEASED 23RD SEPTEMBER Yes, they're out any day, and we'll review them next month.



BLUE STINGER *Resident Evil*-style adventure on an island overrun by monsters. There's also a fat bloke with a beard



MILLENNIUM SOLDIERS - EXPENDABLE Arcade-style shoot 'em up. Blast everything on the screen; mindless but fun



INCOMING Earth battles an alien menace in various land-based craft; aim at the skies and prepare to blast anything that moves

RELEASED BEFORE END OF OCTOBER



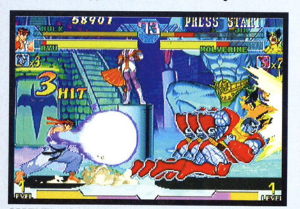
AEROWINGS Pretend you're a member of the Red Arrows by performing carefully planned stunts in this arcade flight sim



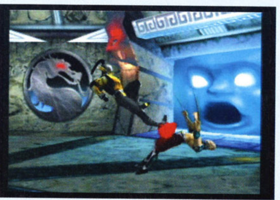
CUEBALL (JIMMY WHITE 2) Play snooker and pool with the Whirlwind. There's draughts, darts and a virtual pub too



DYNAMITE COP *Die Hard Arcade* sequel. Fight terrorists on a cruise ship; use fists, feet or whatever you can grab



MARVEL VS. CAPCOM The heroes and villains of Marvel comics against the stars of the Capcom universe in this 2-D fighter



MORTAL KOMBAT GOLD The popular fighting series returns with an exclusive game for the Dreamcast



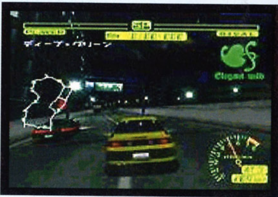
NFL BLITZ 2K Should be the best the *Blitz* series has offered. Top American football action making good use of the Dreamcast



RED DOG Futuristic shoot 'em up where you take control of the Red Dog Assault Vehicle to do battle with aliens on Cian 4



SEGA BASS FISHING Arcade game *Get Bass* with a new name, new modes of play and a very special fishing rod controller



TOKYO HIGHWAY CHALLENGE Illegal street racing in downtown Tokyo. Like *Gran Turismo*, but fewer cars to choose from

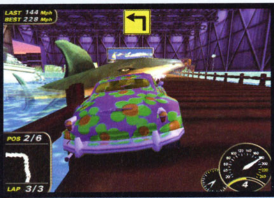
STOP HERE

WORDS: ALEX HUHTALA SCREENSHOTS: VARIOUS

releasing one title every week. Here's a quick look at the other games you could be playing in a month



MONACO GRAND PRIX RACING SIMULATION 2 Burn rubber in this PC F1 racer conversion, featuring 16 circuits



SPEED DEVILS Fun arcade racer; a large variety of motors and levels throwing everything at you - even dinosaurs

HOUSE OF THE DEAD 2 Incredible conversion of Sega's top arcade shooter where the zombies lurk around every corner



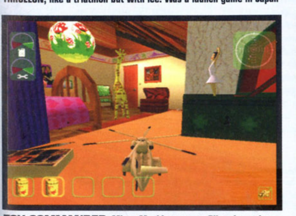
HYDRO THUNDER Boat racing action where waves will literally rock your boat thanks to real Newtonian physics



PEN PEN Cartoon creatures compete in an event called the TRIICELON, like a triathlon but with ice. Was a launch game in Japan



READY 2 RUMBLE It's boxing, with some of the craziest characters ever and some spectacular animation. It's gonna be big



TOY COMMANDER *Micro Machines* meets *Pilotwings*; play with toy vehicles round the house and shoot a cat up the arse



UEFA STRIKER Hooray, Dreamcast's first footie game will include the top club teams from Europe and national squads

COMING SOON...

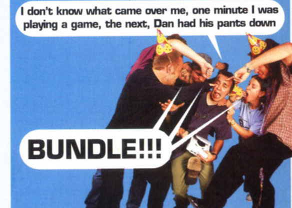
So what's being released after October? The answer is lots, but here's what we're looking forward to. The list will keep on growing too:

- ALONE IN THE DARK 4
- BALDUR'S GATE
- D2
- DAYTONA 2: BATTLE ON THE EDGE
- ECCO THE DOLPHIN
- FERRARI 355 CHALLENGE
- FURBALLS
- JEREMY McGRATH SUPERCROSS 2K
- MDK 2
- METROPOLIS STREET RACER
- NiGHTS 2
- POP N' MUSIC
- RAINBOW SIX
- RESIDENT EVIL: CODE VERONICA
- SHENMUE
- SLAVE ZERO
- STAR GLADIATOR 2
- STAR TREK: NEW WORLDS
- TAKE THE BULLET
- TEST DRIVE 6
- UNDERCOVER
- URBAN CHAOS
- VIGILANTE 8: 2ND IMPACT
- VIRTUAL ON 2
- WILD METAL COUNTRY

NEXT MONTH

Our coverage of Dreamcast isn't a one-off affair. We'll bring you the best coverage and news on Sega's new console every month. In the next issue we'll be reviewing the second wave of games, including *House of the Dead 2*, *Sega Bass Fishing* and *Ready 2 Rumble*.

We'll also be taking a more in-depth look at the incredible *Sonic Adventure* with playing tips. There will also be a guide to getting onto the internet with a Dreamcast. All of which is why we're the best read for all formats. See you next month.



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STAR LETTER
COOL TEACHER?


Grange Hill's Mr Bronson makes a cameo Star Wars appearance

Yesterday at my school I was reading issue 213 of Computer and Video Games at break-time when my maths teacher approached me and asked, "Is that CVG?"

Amazed that any teacher would actually care I replied with a simple, "Yes." My teacher then told me and two of my mates something that I would like to check up. He said, that in 1985 he and some mates broke the world record for the longest game on the original *Star Wars* arcade with a single credit. He says his five-day agony earned him his picture in your magazine. My teacher at Bishop Douglas RC High School is called Mr F.G.D. Tozzi (although I think you mistakenly called him Mr Robinson). Everyone knows he is a mathematical genius and has a computer for a brain, so it seems only logical that he could memorise a computer game and endure a five-day shift with his mates for a moment of glory.

Please tell me if he's lying or not because I'd really like to know if my school really does have any world record holders.

Gregory Cronin, London

If anybody should be able to answer your question it should be us. But we're really very, very sorry, at some point in time our library of back issues has taken a battering and isn't complete. If any reader out there has issues from 1985 and wants to help look for this record breaker, please write to us. A photocopy of the page would be cool, too.

OI SEGA!

You stupid plonker, put the bloody modem in the UK Dreamcast or I'll come round your place and insult your big fat hairy mother! And then some. Thank you very much.

Damien Noigle, Kilmallock

ARE THEY SERIOUS?

I know you hate rambling letters so I'll get straight to the point... *Final Fantasy VII* goes Platinum!!! When I read this in your magazine my eyeballs almost fell out. This masterpiece, this videogaming legend was underpriced at £44.99 but now it's only a measly 20 quid, there's no excuse in the world for not buying it. In fact, I love it so much I think I'll buy a second copy. Thank you Sony for what must be the greatest game of all time.

Cloud Strife (name changed by deed poll in tribute to FFVII), no address given

P.S. Is anyone else out there in love with Tifa Lockhart, or is it just me?

ALMOST PERFECT

I love your new look, it took its time but it was worth the wait. I can't usually be bothered to write in but what got me off my backside is *Perfect Dark*. *Zelda* did grab me but this has me standing to attention, eyes wide open and left gasping for more. It's that good.

This killer game must be sent from the gods; instead of just changing a few things like names, better graphics and a new storyline, Rare have excelled themselves.

They have started from scratch and made a big effort to improve on *Goldeneye*. Better graphics, wicked weapons, improved enemy intelligence, an awesome multiplayer mode where if in trouble you can call upon bots for help. Even the ingenious idea of using the Game Boy Camera to put your face in the game - Rare have created a monster.

No name supplied

> "Bargains? Do you know the meaning of bargain?"
> ***Andrew Bashford, West Midlands***

WOT NO BARGAINS?

Bargains? Pay Less? Do you know the meaning of those words? Sorry, but I didn't see a single bargain in your line up in issue 213. Sure, you had a few cheap games but no bargains. Do you know why? Because you only checked main outlet stores such as EB, Game and HMV. What about the small game stores?

I know not everyone has access to them but surely there are people who do. I am lucky as well as having EB, Game etc., I have three local games stores: Arcadia Games, Simic Software and Technozone, all of which have a great choice of brand new and second-hand software.

Now I own an N64, a PlayStation and a PC so I have a large choice of quality titles but most stores have ridiculous prices. So prompted by your lack of bargains I went bargain hunting for myself and here are my top three purchases for each machine (except the PC as Simic don't do PC games). All these games are brand new and have guarantees. OK, here goes...

N64

***Body Harvest* £15.00 Technozone**
***Goldeneye* £20.00 Arcadia Games**
***Quake 2* £35.00 Simic Software**

PlayStation

***Civ 2* £20 Simic Software**
***Bust-a-Groove* £18.00 Technozone**
***Street Fighter Alpha 3* £25 Arcadia Games**

PC

***Championship Manager 3* £25 Technozone**
***Tomb Raider 2* £8 Arcadia Games**

There we go, keep up the good work on the mag and the new look is ace. Peace out!

Andrew Bashford, West Midlands

WANT SOMETHING FOR FREE?

It's easy, all you've got to do is send us something interesting. Could be a letter (but no more 'this or that console's crap' letters please). Photos or stories of weird game related stuff always goes down well, especially if it will make other people laugh. Size of prize will depend on the quality of what you send. Write to: **Computer and Video Games, Angel House, 338-346 Goswell Road, London, EC1V 7QP.**

BAN GAMES 1

Why are they trying to ban our violent video games? Those kids in

PLAYSTATION 2

This is what I think the next generation PlayStation should look like. Hope you like it.

Tom Maclachlan, Lanarkshire

In a couple of issues' time we'll tell you all about, and show you, the real thing. Keep watching.



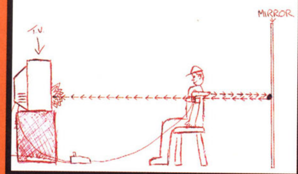
> "Is anyone else out there in love with Tifa Lockhart, or is it just me?"
> ***Cloud Strife***



"Go out and buy Carmageddon or Kingpin, it may be your last chance"

Matthew Wood, North Wales

MIRROR MIRROR ON THE WALL



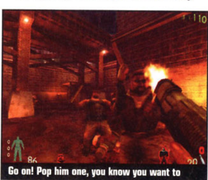
Me and my mate Mole used to play *Operation Wolf* on the Master System in this fashion (se illustration) for an extra challenge.

Another great hidden game can be found on *Need for Speed 2*. Player 1 closes his eyes whilst player 2 sets the controls in a crazy manner (eg, L2 = accelerate, Up = brake, etc.) and then laugh as the car wobbles off backwards with the horn blowing and the view changing, ha, ha, ha.

Luke Giles, Portsmouth

America may have killed loads of other kids but not because they played *Quake*. To go out and kill a fellow human you'd have to have no friends and be a bit loo-la in the first place. Video games are a substitute for things you can't afford and wouldn't do in real life. Banning games isn't the answer.

Everybody should go out and buy



Go on! Pop him one, you know you want to

***Kingpin*, *Carmageddon* or *House of the Dead* as it may be your last chance for fun if it's left up to the men with the curly beards. Video games are a way to relieve anger, not induce it. If you're mad with someone you throw darts at their picture of pretend they're the bad guy in *Quake*, you wouldn't go out and blow their brains out.**

Matthew Wood, North Wales

BAN GAMES 2

I was outraged to hear the news you reported in Scoop! last month. Violent games do not make normal, sane people do violent things. I understand the parents of those poor teenagers being very upset and needing someone to blame, but pointing the finger at games is misinformed and an uneducated guess at what the problem really is with some of America's youths.

I already new about the controversy of games in America through another source but never thought it was so serious to make it into Computer and Video Games. I couldn't believe it.

My opinion on this matter is that it's not games that make people violent, it just happens that violent people happen to play games who have then gone out to do awful things to innocent people.

For some reason no-one in America is blaming films and violent literature, which includes song lyrics, for being at the heart of the matter.

Don't blame the rest of us for the actions of a few sick individuals. If America wants to ban something, ban guns.

Brett Parkes, Rowley Regis

We couldn't agree more, the world's media seems to have missed the point, or all gone totally mad. We know, you know, almost everyone else knows games are simply great fun to play, while mowing down a bunch of classmates with a gun is the work of a very sick person. Otherwise, why don't they ban books with a violent content - they're far worse than our fun games.

POSTERS PLEASE

Now your mag has posters in it I was wondering are you going to print any of the great Sith Lord, Darth Maul? Please print one with him holding his double-edged light sabre.

C Cooper, a member of the Dark Side, Warrington

P.S. Darth Maul can easily defeat Darth Vader in any battle. Only joking! Honest.

Sorry Mr C., no Darth Maul posters right now as we've got too many game characters for your wall.

GOING TO THE FLICKS 1

I went to see Star Wars The Phantom Menace the other day at my local cinema in Cardiff and to my complete amazement there was a Dreamcast, complete with a playable version of *Sega Rally 2*. It was awesome! Also, there was a really good Dreamcast advert before the film. Erm, that's it really... the movie wasn't bad either.

R. Davies, South Wales

Not bad, is that all you thought of Star Wars!



GOING TO THE FLICKS 2

I went to see Austin Powers The Spy Who Shagged Me at my local Virgin cinema. As I walked in I saw a Dreamcast with *Sonic Adventure*. I flew over and had a go but to my amazement it was, well, basically no better than crap.

I know that it wasn't me because I was a very big *Sonic* fan as a kid and loved every *Sonic* game under the sun. Sega have now made a crap *Sonic* game. The graphics are only just better than N64's while PC graphics are miles ahead of the Dreamcast's. I feel let down as I have been a Sega fan all my life and still have a Saturn for Christ's sake!

Paul Jackson, Golborne

FUNNY MAN

Q. What is a vampire's favourite computer game?

A. *Bloody Roar 2*!!

Devraj Joshi, Dorset

WHO WROTE TO MAILBAG THIS MONTH

Simon Jones, Bolton; N. Cooper, Hull; Alastair Dodds, London; Tom MacLachlan, Scotland; A. Mornington, Walsall; Catriona Mac Farlane; Kieron Higgins, Scotland; Danny Harrison; Richard Hennessy, Wilmslow; Jack Sandison, Shetland Isles; Edwin Moffatt, Horsham; Stewart Jackson, West Midlands; Mark Hogg, Derbys; Keegan Webb, Wood Green; Jamie Westwood, Birmingham; Richard Stacey, London, Robert Clegg, South Africa; Paul Harris, Catford; Gareth Crowley, Thirsk; Richard Goss, Crosshands; Jonathan Tilbrook, Sheffield; Nick Highham, Stockport, Damian McCleave; Jamie Sopper, Kent, Jules White, Peterborough; David Davidson, Newcastle; Jamie Douglas, Preston, Ravi Lal-Sarin, Coventry; Antony Cheng, Rhyl, Rebecca Machon, Cardiff; Christian Baker, Middlesex; Christoper Lang, Gwent; Shane, Thirsk; Chris Hindley, North Wales; David Slowe, Ulster, Shane Powell, Romford; Ali Yazdani, Iran; Ali Reza Rajabi, Iran; Phil Harwood, Peterborough; Chris Baker, Paignton; A Newman, Cheshire; Andrew Beaumont, Lancaster; Andrew Cousins, Wirral; Peter Barzely, Upper Norwood; Hitesh Mehta, Birmingham; Eric Burke, Ireland; Devraj Joshi, Dorset; D. Slotta, Solihull; Antony Swift, Merseyside; Shiva Savariar, Warwickshire; Alain, Manchester; John Holmes, Swindon; Josh Howard, York; Jane Smith, New York; Alex Thorn, Manchester; Luke Howard, Poole.

"If America wants to ban something, ban guns"

Brett Parkes, Rowley Regis

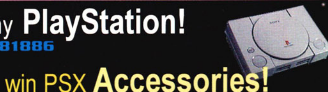


win **Red** Pokémon + Gameboy Color!
09069 181887

POKÉMON



win **Blue** Pokémon + Gameboy Color!
09069 181888



win Color **Gameboy**!
+ Camera & Printer.
09069 102898

win Pokémon **Goodies**
Including Trading Cards, Toy monsters & more
09069 181889

win Sony **PlayStation!**
09069 181886



win PSX **Accessories!**
09061 405088 Instant Win!

Win a Sega **Dreamcast!**
..the console for the next millenium.
09069 102890



win **Nintendo 64!**
09069 181885

win N64 **Accessories!**
09061 405084 Instant Win!



Win a Pentium II **Laptop** PC!
09061 405097 Instant Win!

Win **Pentium III** + DVD!
09061 405087 Instant Win!

win **Mobile** Phone!
A digital Panasonic "Pay as you talk phone"
09069 102893



win **TV & Video** Combi
09069 102896

win **South Park** stuff!
09069 102894

GRAB-A-GAME

The smart way to get the game of your choice... it's as easy as one, two, three.

1. Select your Machine.
2. Select the Game you want.
3. Guess the Code to Win!

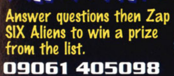
09061 405085 Instant Win!

GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to pick your prize, crack the code and it's yours!
09069 181880 Instant Win!

ALIEN WIPEOUT!

Answer questions then Zap SIX Aliens to win a prize from the list.
09061 405098
Instant Win!
Prizeline 08700 101574



Go 4 Goals

Answer questions then score SIX goals to win a prize from the list.
09061 405086
Instant Win!
Prizeline 08700 101576





Bovver Bruvvers!

Arrest all SIX Bovver Bruvvers and win a prize from the list.
09061 405099
Instant Win!
Prizeline 08700 101575

SIX points wins - * 14" Colour TV! * Video Recorder! * Sony PlayStation! * Stereo System! * Nintendo 64! * Mini Disk Player! * Pool Table! + other Instant Win prizes if you score 4 or 5 points!



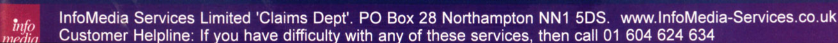
PRIZEBUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Score 30 points or more to start winning! Win Personal Stereos, Radios, Fashion Watches, Databanks, Video Players, Nintendo 64's, Sega Dreamcasts, PlayStations, 14" Colour TV's and a top prize of a Pentium III computer
09061 405095 Instant Win!

To win one of these great prizes just call the telephone number shown and follow the instructions. Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. PrizeBuster has 6 questions worth 1-10 points each and winners must achieve the required number of points. Instant Win competitions have multiple choice questions plus a game to decide if you are an instant winner. Other competitions involve multiple choice questions with tiebreaker and end on the 30th November 1999 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary.

Calls to these numbers cost up to £3, so it is important that you ask permission from the person who pays the phone bill. If you would like a copy of the rules or winners' names, see our web site or send a stamped addressed envelope to the address below. If you are an INSTANT winner send your claim, with claim number, to



info media

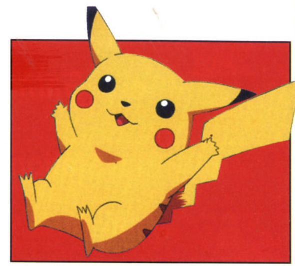
InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. www.InfoMedia-Services.co.uk
Customer Helpline: If you have difficulty with any of these services, then call 01 604 624 634

WHAT YOU NEED TO KNOW

Is something about the world of video games confusing you? Don't worry, Computer and Video Games will be able to sort you out, no matter what your problem. Send all your gaming queries to the address at the end.



Bring on the dancing girls, there's help at hand with *Street Fighter*


Pokémon? Cute, yes. Easy to conquer? Not on your life

STREET FIGHTER ALPHA 3

I have a copy of *Street Fighter Alpha 3*. I can get to the Thailand levels on World Tour. When you beat it, the screen shows a message saying, 'To access more levels press L2 and select Balrog'. But in which mode?
Scot Harris, London E7.
For the arcade-style Balrog beat World Tour mode. After that, hold L1 and L2 while choosing Balrog at the character select screen.

POKEMON [RED VERSION]

I have recently bought an American import copy of *Pokémon* (Red version). So far I have six badges and I have seen 116 different Pokémon, 54 of which I have captured. My problem is, I can't get into Saffron City to beat Sabrina for the Marsh Badge - can you tell me how? I would also like to know how to get a Master Ball.
Yours faithfully,
Alan Fielding, Borehamwood.
You're a bit quick off the blocks aren't you? Well, if you insist on buying imports that's why you find it hard to get help boyo. However, as we're in a generous mood, here's a few pointers. For Lavender Town's Pokémon Tower, go through and find that Mr Gary Oak is waiting for you on the second floor. Rip through their attacks and defeat them. Get to the sixth floor and you fight a Marowak. You've just found the restless soul of Cubone's mother (ask around town for what that means). Nip up and you fight three Team Rocket members, then you'll find Mr. Fuji. He gives you the Pokéflute. It will wake all sleeping Pokémon (including that evil Snorlax that blocks the way to Fuschia City). Sell your Awakenings and go to Saffron City.

V-RALLY 2

Help! I'm stuck on *V-Rally 2*. I need cars, tracks and more cheats. Please help me.
James Lumsden.
This lot should keep you busy for a bit. For all cars and trophies: Press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X + Select at the game progress screen. Then, highlight the empty square and press X to unlock the car and trophy.

RESIDENT EVIL

I have got the first *Resident Evil* and I can't get into the drug storehouse to get the V-Jolt ingredients in the Guard House. Could you please tell me the code number to get in there? Thanks for your time.
Kevin Roderas, Camden.
We're not sure exactly where you are but this should help. On the way to the Guard House you'll find a statue, push it down the hall and then cover the hole there. You'll find a Save Room on the first door to the right. Store the Square Crank there.

Go through the door across from the Save Room but be careful, zombies are about. Go through the first door, drain the tub and get the Control Room Key from

computer and video games GUARANTEED WINNERS

A selection of the cheats we've stumbled across this month on our travels. Don't forget that if you want to send in tips, you should head for the Easy Money pages where you can earn yourself a tenner for your troubles.

NINTENDO 64

MARIO GOLF

- For more characters: Defeat a versus mode character and you'll be able to use them.
- For new costumes: While selecting your golfer at the character select screen press C-Left, C-Right, C-Up, C-Down.
- To get a left-handed golfer: Press L while selecting your golfer at the character select screen.
- To taunt an opponent: While your opponent is swinging press C-Left , C-Up, C-Down or C-Right.
- To be a Donkey Kong: Use ring mode to get 30 coins.
- To be a Marble: Use ring mode to get 50 coins.



PC CD-ROM

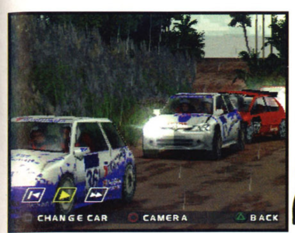
HIDDEN & DANGEROUS

First, enter 'iamcheater' at any opening screen or menu. Enter the following codes during gameplay. If entered correctly, you will hear a clicking sound. Note: These cheats have been known not to work with patched version 1.1. You can try typing 'iwillcheat' instead of 'iamcheater' to get some of the codes to work.

Code	Result
quickload	Load Saved Game
nohits	God Mode
goodhealth	100% Health
openalldoor	Open All Doors
allitems	All Items Available
killthemall Kills	All Enemies
showtheend	Show End Movie
gamedone	Complete Current Mission
gamefail	Fail Current Mission
resurrect	Bring Team Members Back to Life
funnyhead	Big Head Mode
enemyf	View Enemy
debugdrawvolumes	Wire Mode
debugdrawwire	Wire Mode
playercoords	Your Current Position
laracroft	Alternate Uniforms

MECHWARRIOR 3

- To disable heat death (exploding when you overheat) do the following. Take a mech that overheats by shutting down or explodes when performing an alpha



Need some help with *V-Rally 2*? That's cool, just use our cheats



Ghoma, the big boss in *Legend of Zelda*. Shock it with Deku Nuts



Somebody out there loves the *Phantom Menace*. And wants help

inside. Once you've explored the bedroom, get the Red Book, Small Key and Shells. Next job is to store the Red Book and then go to the door in the area where you moved that statue. Move down the hallway and go into the first door you come to. Finally, move down the passage to the left by the wasps' nest and grab the Dormitory Key 002.

STAR WARS: THE PHANTOM MENACE

I bought *Star Wars: The Phantom Menace* two days ago and I'm stuck already. I know you hate it but I think it's a great game. I seem to be stuck on stage 3. It's impossible to jump on the sinking ledges. Please can you print out a walkthrough or level select code? Computer and Video Games, you are my only hope!
Yours begging,
A Jedi residing in London.
For the PC version, try this: in the game, press <backspace> then enter either:
'i really stink' - Skill level set to easy and displays 'Skill Level Set to Weenie'.
'give me life' - Sets health to 100 and displays 'Rock on'.
Oh, don't type 'kill me now' - This kills you and displays 'DON'T DO IT MAN!!!!'

BREATH OF FIRE III

I am stuck on *Breath Of Fire III* in the station. After meeting Teepo I am transported to a place where a dragon statue says, "You must bow down and pray before me. When your heart and mind are one, I will show you the way to go." To the left of him is a hole. You can call down and teleport out but you end up in front of the statue again, then the same happens when you go to the right. Help me please.
Terry Williams, no address given.
What you need to do is examine both plaques and talk to the statue. Go down and left, towards the chest and you'll fall into a pit. Get up and brush yourself off, then talk to the statue and tell it you didn't want what's in the box. When go north-east and ride the air vent out. You're now south-west from the Save statue. Return to the plaque statue and talk to it again. Stand still and wait until Ryu starts his idle animation. Then talk to the statue again and it will tell you to go ahead.

GRAND THEFT AUTO

My friend tells me you can get a helicopter, please could you tell me how to get it and where it is are so I can enjoy the game more? Also, which is the quickest car, most heavily armoured and best all-rounder?
Adam, no address supplied
Aha! The helicopter is not in the game. If you look in DMA's website and you're the techie type, there is a hacking section for a file in the PC version that will allow you to alter a file called 'Mission.ini'. DMA must have changed it but left the Chopper in the graphics file. You can only hack in to get it. Be careful though. If you are at all unsure about this sort of thing then leave well alone.

The quickest car? Well, try the green open-top Porsche. The Cossie's way too fast and more importantly fragile. The GTS has a really twitchy rear end, a bit like Geri Halliwell. As for the heavily armoured beast out there, try a good old fashioned bus. Fire-engines, limos and ambulances are similar to buses but they accelerate quicker and handle better.

LEGEND OF ZELDA

I'm playing *Legend Of Zelda*. Can you help me through some of the tougher areas in the first dungeon, Deku Tree.
Rob Litham, Stoke.
Sure can, Rob you ol' Dungeon diver. Here's a few tasters to keep you going:
- To break through the first cobweb on the floor, you have to jump down from the top.
- In the slingshot room, you must shoot down the ladder with the slingshot to get out.
- Come across the Deku Sticks? The sticks are often used for various puzzles in this level. You can light the sticks by standing near the torches. The sticks can burn cobwebs.
- Eliminate the enemies in the following order: Second (from the left), Third (from the left, or furthest right), First (from the left). The quote 'Twenty-three is one' means nothing except for an easy way to remember the order.
- When you see the second floor cobweb, after lighting your stick, attack the floor with it and you will burn the cobweb. Job done.
- Then there's the big boss, Ghoma. You must shock it: use Deku Nuts or wait until he's in the air and shoot his eye when it's red, then attack him while he's stunned.

strike and as soon as you do the alpha strike, quickly use your coolant by pressing the F key. You should receive a message that says, 'Heat death disabled.'
- To make salvaging enemy mechs easier all you have to do is to shoot off one of the enemy mech's legs. An easy way to do this to group a lot of medium pulse lasers together and fire them at one leg. It's worth noting that this trick doesn't always work, but it does increase your chances for salvage. Give it a go, see how you get on.
- To view any of the videos from *Mech Warrior 3*, you need to open 'My Computer'. Then you need to right-click on the Mech Warrior 3 CD, then click on Open. Go into the video folder and just double click on the video you wish to view. That should do the job.

PLAYSTATION

You can do a lot of damage in *Syhon Filter*. Even more with our cheats

■ SYPHON FILTER

- To get all weapons and infinite ammo: Pause the game and highlight the Weapons menu. Press and hold Right + L2 + R2 + Circle + Square + X.
- To access level select: Pause the game. Go into the Options menu. Highlight the Select Mission option. Press and hold Left + L1 + R1 + Select + Square + X.
- For easier enemies: Pause the game and highlight the MAP entry. Press and hold Right, R1, L2, X.
- Harder Game: At the title screen press and hold Left, L1, R2, Select, Square, Circle, and X.
- Super Pistol: Pause the game, select WEAPONS and highlight 9MM. Press and hold Left, R2, Select, L1, Square, and X.
- To view all movies: Go to the movie theatre in the first level. Pause the game, highlight MAPS, then press and hold Right, L2, R1, and then X.

■ ANNA KOURNIKOVA'S SMASH COURT TENNIS

To view ending sequences: Quickly press Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right on controller two when the message 'Press Start' appears at the main menu.

Send all of your questions to our new address below. If anything comes through to the old Millharbour address, we won't get it. So there.

WHAT YOU NEED TO KNOW, COMPUTER AND VIDEO GAMES, ANGEL HOUSE, 338-346 GOSWELL ROAD, LONDON, EC1V 7QP



If only you had read the reviews in Heat magazine.

Every week, Heat gives you the latest news, features and trivia about the people who entertain you.
Plus honest, entertaining reviews of the most important movies, TV, video and CD releases.
Has to be £1.25 well spent.

heat

Need to know entertainment

THE NEXT BIG THING?

What's this cuddly character got to do with a craze that'll be bigger than Star Wars? Turn over to find out

Turn over to find out

WORDS: PAUL DAVIES **PICTURES:** KENNY P/VARIOUS

Pokémon has sold more copies world-wide than *Quake*, *Tekken*, and *Mario Kart* put together. There's no doubt that in a matter of weeks it will take over the UK. And you heard about it here first.

It's only a Game Boy game after all, hardly the latest thing, but it has one unmatchable trick up its sleeve – it's extremely addictive.

POKEMON - WHAT'S IT ABOUT?

Pokémon are funky hybrid creatures (Pocket Monsters), enhanced with elemental powers. In the game you're given the job of trapping all 151 of them. Once they're under your control you train them up for battle against a rival's Pokémon. Your aim is to become the number one Pokémon trainer.

Meantime you have a funky little adventure to get the better of. No matter how smart it is, however, this is only a backdrop for the collecting thing. Try it yourself, we guarantee you will be addicted.

10 THINGS LESS ADDICTIVE THAN POKEMON

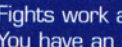
1. *Tetris* – an evil, nasty mother of a game
2. Smerking fags – very bad for you but millions of addicts can't give it up
3. Alcohol – the devil's pee
4. Caffeine – good for late-night *Pokémon* sessions though
5. *Command and Conquer* – you try putting it down
6. Crack – feeble excuse for something addictive
7. *Metal Gear Solid* – nowhere near as bad as *Pokémon*
8. Chocolate – bet you have some every day?
9. *Quake* – there are homes for frag addicts
10. Sugar – you can't escape it (That's what Alex reckons. The weirdo)

PLAY POKEMON

Finding Pokémon is pretty straightforward. It's catching them that's tricky. You make the main character in the game hunt around grassy areas, or go fishing in rivers and the sea. In no time at all a Pokémon will come out fighting!

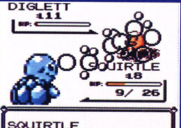
Wild PIDGEY appeared!

Pidgey here is one of the first wild Pokémon you meet. It's easy to catch, but is useful all through the game. The little lad is you, by the way



FIGHT 'EM!

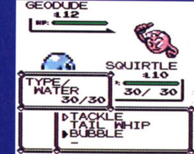
Fights work along the same lines as a menu-driven RPG. You have an option to run away, though we don't know of anyone who does. Victory will secure you a new Pokémon if you're lucky, and experience points no matter what (these make your Pokémon stronger, see).



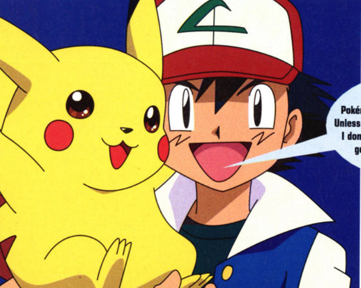
Using your brain will get you better results. This little Diglett is an Earth Pokémon. Think about it – water is sure to cause the Diglett problems

BAG EM!

You can only catch a wild Pokémon if it's weak - low on energy, hypnotised or confused. If it looks like a sure thing, toss a 'Pokéball' its way. The Pokéball acts as a kind of trap similar to the ones used in the Ghostbuster movies. You're not guaranteed success – that's all part of the tension.



Squirtle is the best all-round Pokémon to choose at the beginning. It makes victory in the first major battle so much easier





Mad Pokémon fans in America, going nuts over the chance to trade



The Collectible Card Game is massively popular too

IT DOESN'T STOP

To give you some idea of how big this thing is going to be - so you can stock up on tinned food and barricade yourself in for the duration – check these time bombs going tick, tick, tick...

POKEMON STADIUM
Plug your Game Boy cartridge into a special N64 adapter (in the controller) and battle your Pokémon in colourful N64 3D style. Wowzer.
Available: TBC

POKEMON PINBALL



To catch a Pokémon in the pinball game you need to hit it three times without losing the ball. There's seriously loads to do on these tables, with a rumble-pak feature to make it more realistic

More on Game Boy, in a fun silverball style. Two tables, red or blue, with imaginatively styled bumpers and bonuses to aim for.
Available: TBC

POKEMON COLLECTIBLE CARD GAME
From the manufacturers of the Magic: The Gathering CCG. This is almost as popular as the Game Boy game in Japan and the US.
Available: October

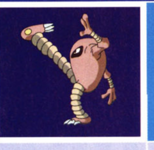


POKEMON GOODS
Soon you won't be able to breathe without inhaling Pokémon. You'll be able to buy everything from cheesy snacks to every kind of toy. They're all coming very soon.






THE HUMAN CHARACTERS - It's the guys on the far right you need to look out for. Team Rocket, Pokémon rustlers Jesse and James. Booo!



WHAT'S TO LIKE

1. PIKACHU
A great character to have in your team in the game. And it makes girls go mushy.
2. BATTLING
Taking over from *Tetris* as the ultimate two-player experience for lunchtimes and trains.
3. TRADING
Pokémon is a game where you have to link up to get everything, which is a cool first.
4. COOL PHRASES
'Bug Catcher wants to Fight!' Cool. There are lots of quotable phrases in this game.
5. FUNKY ARTWORK
Pokémon are the funkiest characters you could use to personalise your own stuff right now.

WHAT'S NOT TO LIKE

1. PIKACHU
It's a whiney piece of cute crap. You just want to boot it to see how far it will fly.
2. TOO NICE CHARACTERS
If you want to play with a character called Jigglypuff that's your call, matey...
3. THE POKEMON RAP
You may never have ground your teeth before now, but you will.
4. CRAP GRAPHICS
Don't expect something pretty to look at. It's cool but it's only Game Boy, you know.
5. POKEMANIACS
It's a fun game. Everyone who's played it thinks its cool. Some people take it too far.



HATE THAT PIKACHU

You might already have had enough of this little guy. Pikachu is the character used by the cartoon series, currently running on Sky One. It's featured no more than any other Pokémon in the game, in fact maybe less. But if you want, Pikachu may well be at the top of your must-kill list.

SCOOP!

DROP GAME TO STOP THESE DODGY DEALS



What's the deal? Scenes like this are going on up and down the country as pirates continue to undercut high street shop prices

By PETE WALKER

THOUSANDS OF gamers buying pirated software are accidentally funding real-life terrorism, drug dealing, organised crime, prostitution, and guns. The warning comes from games body the European Leisure Software Publishers Association, which has roped in curvaceous Lara Croft to uncover the ugly truth behind the pirates - that most of them are part of underworld gangs kneck-deep into all sorts of serious crime.

UGLY TRUTH

Lara has launched a countrywide billboard campaign as part of ELSPA's efforts to stop gamers buying cut-price rip-offs. But a Computer and Video Games survey found even her thrusting presence won't be enough to deter some gamers. They're lured by massive savings or are desperate to get their hands on new games before legal copies are available. A lot of gamers simply don't see much wrong with it. They're more worried about the dodgy gear working or not damaging their hardware than games developers losing profit.

Trevor Jones, of London, said, "I don't think Lara Croft will make any difference. If people can get cheaper pirate games, they won't be convinced by any campaign." Feelings echoed by Londoner Kurtis Francois, who said, "Most people are just not going to give a damn."

RIPPED OFF

Londoner Simon Lockhart quipped, "If someone is offering half the price of a shop game then most people are going to go for it. If shop prices were cheaper then piracy would not be a problem."

Munim Chowdhury, of London, said, "The pirates are always going to be one step ahead of the game. You can't stop it."

Marcus Waugh, on Holiday in the UK from Greece, said, "In Greece it happens because a lot of people are poor and they want to save money." In China, you can get five games like Sim City 3000 for £1, according to Londoner Ming Shen. "I don't think it's a real problem in England, not like other parts of the world."

Matthew Long, from Leicester, said, "The bottom line is saving money. You don't think ethically about it, you don't think about games industry jobs."

JOLLY ROGERED

ELSPA's Roger Bennett claimed games like *Tomb Raider* are being jolly rogered by pirates, adding, "Many small developers struggle as their products are ripped off before they have time to recoup their investment through legitimate sales."

Meanwhile hardware manufacturers have spent small fortunes trying to foil the pirates, with Sega creating a unique disk format for Dreamcast that's going to be very costly to rip off.

Virgin Retail's Jim Batchelor accepts gamers can't afford to pay £40 every week, which was why the company slashed PlayStation prices to £29.99 for a month. Sales trebled. Now Virgin wants to see publishers cut prices so shops can pass on reductions to gamers.

SOUL CALIBUR Dreamcast with added punch. p90
SPYRO On another level. p92
RAINBOW 6 1st look on PlayStation. p96
FF VIII Will you love it or hate it? p98

PRICES

Gamers won't give pirates the heave-ho till shops stop daylight robbery over prices


Problems with a legal game? You can always take 'em back, says Trevor Jones


Piracy's unstoppable, according to Zuber Ahmed and Munim Chowdhury


Even luscious Lara won't make much difference, reckons Marcus Waugh

YOU WHAT?

■ **Britain's youngest pirate to be rumbled was an 11 year old Scot turning out 600 disks per month. Too young to prosecute, investigators shopped the lad to his shocked dad**

■ Pirates' current favourites include: *Tekken 3*, *Tomb Raider 3*, *FIFA '99*, *Rollcage* and *Driver*.

■ **More dodgy geezers are having their collars felt than ever before. An amazing 70,000 disks have been seized already in 650 raids this year – the same as for the whole of last year.**

■ The value of pirated software seized last year would buy you 11,000 Dreamcast consoles.

We Reckon

Buying hookey gear is a criminal offence. We can't approve of it but we understand why players do it: money. A peachy game is well worth the shop price but £40 for a total turkey leaves us all feeling ripped off. Even if prices of legit games go down, piracy probably won't disappear entirely. Next time you're offered a pirate game, remember, three-quarters of the players we asked admitted they'd been offered ripped off software – but just half of those bought any.

Rumours

Too hot not to print

■ Gorgeous movie goddess Catherine Zeta Jones is rumoured to have signed a deal to play Lara Croft in the movie of the top-selling adventure game, according to Hollywood insiders.

■ **Capcom are considering reviving the classic *1942* series; look for a new game in arcades next year.**



■ *Little Bastards* is rumoured to be the title of a new game for Codemasters from *Micro Machines'* creator Andrew Graham.

■ **Not only does pop crooner Robbie Williams provide the title song for the forthcoming *FIFA 2000* game, but he may appear in the game as well.**

■ Electronic Arts are said to be considering developing games for Dreamcast following the departure of Sega's chief operating officer Bernie Stolar - which could mean *FIFA* games for the new console.

■ ***Carmageddon* publishers have bought the game rights of movie classic The Italian Job.**

■ Word has is that the guys behind *Sonic Adventure*, Sonic Team, have two original titles for Dreamcast on show at the Tokyo Game Show this month.

■ **At the same venue, also expect to see playable versions of the new *Tekken 4* and the latest *Ridge Racer*. Can't wait.**

■ Rumour Central has it that the next generation PlayStation will be able to sense emotions in players' voices so the gameplay will change according to your mood.

■ **On the subject of PlayStation 2, Sony are also supposedly looking at doing a version of online role-player *Everquest*.**

■ Playing import games on a Dreamcast may be as simple as plugging a chip straight into the VM Unit slot on the joypad.

■ ***Crash Team Racing* will be Crash Bandicoot's last game on the current PlayStation.**



Dreamcast **AIR FORCE DELTA** Photo-realistic air combat game featuring dog fights and low-level bombing missions. It handles well and the replays are stunning. Out: TBC



PC CD ROM **VAMPIRE** Horror adventure from the people that brought you the *Star Wars: Dark Forces* games. Travel through time, and stay alive by drinking blood. Out: TBC

ACCESS ALL GAMES

computer and video Games

We search every month for stunning in-game shots from new games you'll play soon. You won't see better anywhere else



PC CD ROM **EXTREME BIKER** A real-life physics engine makes it possible to fall off by losing your balance, though you're meant to perform crazy stunts like this. Totally mad. Out: October



PC CD ROM PlayStation **COLIN MCRAE RALLY 2** McRae's new Ford Focus is presented in realistic detail. The best feature is the finely tuned physics engine beneath the hood. Out: 2000



PC CD ROM **STAR WARS: FORCE COMMANDER** Strategy war game based in the Star Wars universe. All the units are polygon models, you can even ride in the cockpits of AT-AT Walkers. Out: 2000

© Lucasfilm Ltd. & TM. All rights reserved.



ABOMINATION Direct a team of mercs as they tackle an alien invasion. Loads of exploded bug brains, and plenty of strategy to sink your teeth into. Out: October



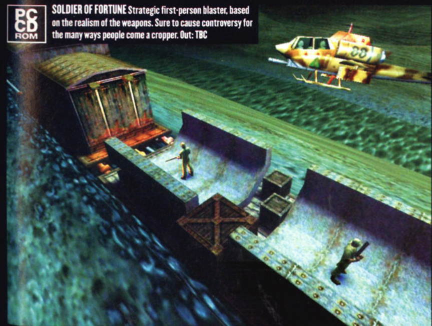
THE KING OF FIGHTERS: DREAM MATCH '99 Features every character from the *KoF* series, with 3D backgrounds exclusive to Dreamcast. Also compatible with Neo Geo Pocket. Out: TBC



STREET FIGHTER ALPHA Come on, it looks a lot better than you expected. Don't know how a six-button system will fare with just two though. Cool, no matter what. Out: October



SHOGUN Whereas *Homeworld* takes strategy warfare into the future, *Shogun* looks to the ancient past. An immensely detailed war simulation. Out: TBC



SOLDIER OF FORTUNE Strategic first-person blaster, based on the realism of the weapons. Sure to cause controversy for the many ways people come a cropper. Out: TBC



LEGEND OF ZELDA: OCARINA OF TIME GAIDEN Extends the last *Zelda* game with more dungeons and locations to explore as young Link, who can now ride Epona when she's a foal. Out: Christmas

TWO GAMES WITH TWO

By ALEX HUHTALA

FACTS

BLUES: **LMA MANAGER**
FORMAT: **PLAYSTATION**
OUT: **SEPTEMBER**
PLAYERS: **1-2**
TYPE: **FOOTBALL MANAGEMENT**
BY: **CODEMASTERS**
STATUS: **90% COMPLETE**

REDS: **FA PREMIER LEAGUE FOOTBALL MANAGER 2000**
FORMAT: **PLAYSTATION AND PC**
OUT: **OCTOBER**
PLAYERS: **1-16 (PC)**
TYPE: **FOOTBALL MANAGEMENT**
BY: **EA SPORTS**
STATUS: **80% COMPLETE**



View highlights and the action and players are displayed in full 3D


The players show far greater skill in the replays


The menu screens are easy to use


Just in case you blinked and missed it


The pundits offer their analysis and allow you to view highlights of other games



The in-game graphics are simple, but you can easily see the action

STARVED FOOTBALL fans desperate for a decent management game on the PlayStation will soon find the wait is over, when two new games are released within weeks of each other.

NEW CHALLENGER

In the blue strip is *LMA Manager* from Codemasters, home to hits like *Colin McRae, TOCA, Jonah Lomu Rugby* and the imminent *Prince Naseem Boxing*. Rather than throw hefty amounts of money at big name players or organisations, the game comes with the backing of the League Managers Association and no, we've never heard of them either. Still, they have chosen Alan Hansen to provide his expert analysis and we all love him, right?

EA'S ANNUAL ENTRY

In the red strip is the mighty EA Sports, with a game that boasts one of the most long-winded titles you've ever seen. *FA Premier League Football Manager 2000* is the sequel to... well, you don't need to be Einstein to figure it out. It's the only management game to feature the official Premier League license, which allows you to play in the real kit and a pukka looking stadium.

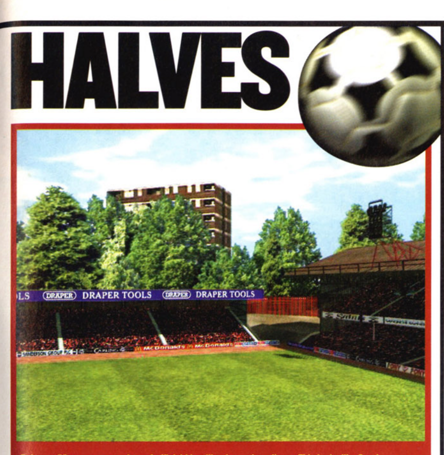
PICK YOUR TEAM

Both games allow you to choose any professional club in the English game, both boast real players and allow you to get your hands on the clubs coffers to start building your dream team. *LMA Manager*, however is the only game to be designed specifically for the PlayStation; this means the many menus which are always present in this type of game are never more than two button presses away. We've played it and it does work well.

PICK 'EM APART

Both games will feature all the clubs and players of the new '99/2000. LMA should hit the street before EA's game however, so they can boast to be the first management game that features the new season. It also features a 3D engine to watch the match action, plus there's a unique Match Of The Day style highlights programme, where you can watch the best action of the day, while the pundits pull tactical decisions apart and bemoan the lack of quality English midfielders in the modern game. Sounds brilliant.

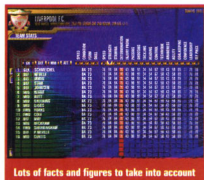
HALVES




Being an EA game you get lots of official bits, like the real stadiums. This looks like Southampton



Plan your tactics with some nice screens



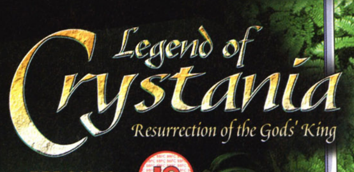
Lots of facts and figures to take into account



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Legend of Crystania © 1996 Mizuno Ryo &

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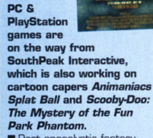
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Snippets
Juicy news

■ **PlayStation is going retro. Hasbro is updating addictive Atari classics from the 1970s like *Pong, Centipede, Q*Bert* and *Missile Command.* Bye-bye 2D blocky sprite-faced games, hello stunning 3D graphics and killer sound-tracks. Cool, daddio.**

■ The new PlayStation will ship without a modem as standard to allow users to choose their own communication device like ISDN.



■ **Good news for fans of Will Smith's latest blockbuster movie, Wild, Wild West. PC & PlayStation games are on the way from SouthPeak Interactive, which is also working on cartoon capers *Animaniacs Splat Ball* and *Scooby-Doo: The Mystery of the Fun Park Phantom.***

■ Post apocalyptic fantasy role playing game *Dark Earth*, developed by French team Kalisto and published in 1997, looks set to hit US TV as a series. Alien director Ridley Scott, who's said to be a fan of the game, has bought the rights to the Dark Earth Universe and is set to produce a pilot for the small screen.

■ **Eminent space scientist Professor Heinz Wolff claims gaming may help develop important skills needed for space travel like fast reflexes. He was helping launch THQ's two new space games for *PC, X: Beyond the Frontier* and *Sinistar: Unleashed.***

■ UK mail order video games outfit Special Reserve has launched a new free internet service provider called Freeola. It's promising quick connection and a home page featuring games info. Check it out at www.Freeola.com

■ **Fancy a Ferrari? Don't we all, but the closest most of us are ever likely to get is Guillemot's new range of PC and console driving accessories, which will feature the Ferrari name and logo. A Ferrari games wheel? That's what you call a status symbol.**



HOW TO

Are the deals all they're cracked up to be? Players spill their guts to CVG

By PETER WALKER

OFFERS FOR free games, free internet connection and even free telephone calls for Net gaming have already got players drooling. Now computer companies have gone one step further and offered what sounds like the ultimate freebie - a PC worth around £300 or more.

DEVIL IN DETAIL

Some suspicious players fear the devil is in the detail. "It sounds cool but they're gonna make something out of it. You've got to be a bit wary," said player Paul Parker, from London.

Reading small print in adverts in the national press reveals that you have to do a number of different things to qualify depending on the deal. This might be switching telephone service providers for at least a year and spending a minimum of £25 a month on phone calls or switching to a paid-for internet service provider.

Crucially, are the free systems powerful enough for gaming? Some deals, like Tiny Computers', offer the company's cheaper PCs, with a clock speed of around 300Mhz, but without accelerator cards. That doesn't mean players won't be able to play any games on the basic system - just not the more graphically challenging ones unless they upgrade. Cheap upgrades are sometimes available depending on the small print - for a price, of course.

TEMPTED

Londoner Stephen Roberts said, "I wouldn't be tempted. We're already talking about 500Mhz computers in the shops. Show me a kicking game that won't run without a graphics card." Fair point.

"The people who would be tempted by some of the current deals would not be experienced enough to know what to do with a 3D effects card. It's probably worth considering if you wanted to change telephone company anyway."

Jim Buchanan, of Tiny Computers, which was the first company to offer free PCs, said their free PC offer "was obviously not a games machine.

"The point was that the majority of households in the UK don't have a PC and aren't on the internet. We offered them a chance to do that. The big companies in the market are getting involved and this can only continue."

With new-generation consoles like Dreamcast fitted for online gaming, some console players just aren't interested in getting a PC for gaming. Mohammad Anwar(PIC), owns both a PlayStation and a PC.

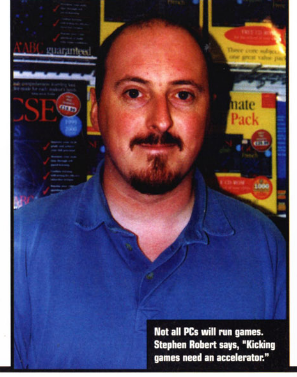
"I don't think I'd be interested in a free PC deal. I don't buy games for my PC, just for my PlayStation," he said.



Last month we told you about free online gaming. Now it's free PCs

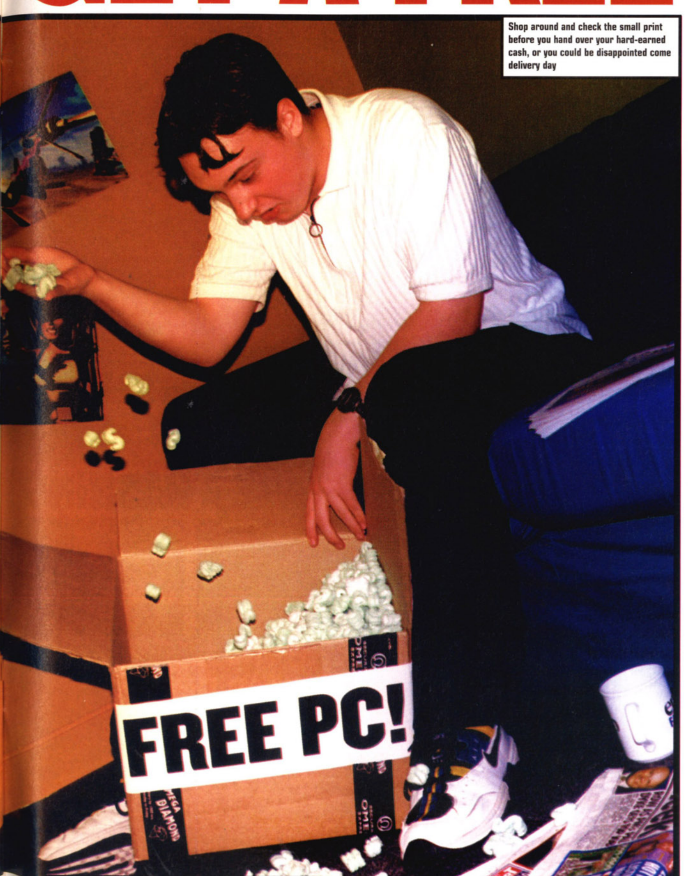


Mohammad Anwar owns a PC but prefers gaming on his PlayStation



Not all PCs will run games. Stephen Robert says, "Kicking games need an accelerator."

GET A FREE PC



Shop around and check the small print before you hand over your hard-earned cash, or you could be disappointed come delivery day

COMPUTER AND VIDEO GAMES TIPS

- **Some deals are promotions lasting just a few weeks while others change over time, so look for current deals in media advertisements. Better deals might be available if you wait a few months. Shop around**
- Check the small print before signing up to any free PC deal - the Advertising Standards Authority is currently investigating complaints about free PC offers from two companies.- and, if relevant, that whoever pays the phone bill is happy to switch to a new phone company or internet service provider. Check call charges
- **Check the system specifications - if it can barely run today's new games then it's going to look pretty creaky by next year. Then you'll have to upgrade it. Which ain't free**
- If you can't find a free one then look for discounted PC deals, like PC World's £300 cash back off a 450Mhz system.

DEAL-IRIOUS

- **Tiny Computers' free PC offer is now closed but a similar one could be on the cards for the autumn. Or switch to their phone deal and you can still get £200 off a more powerful system.**

We Reckon

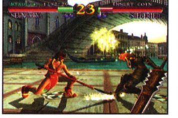
"Free PCs" sounds great but common sense tells you nothing is ever really free. Still, deals like this are here to stay and as competition increases, the specs of machines on offer should get better. We'll keep you informed

Cervantes sticks it to final boss, the Raging Inferno. Pat on the back if you get this far

TEKKEN AND VIRTUA FIGHTER TAKE A BASHING









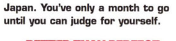


FACTS

GAME: **SOUL CALIBUR**
FORMAT: **DREAMCAST**
OUT: **NOVEMBER**
PLAYERS: **1-2**
TYPE: **3D FIGHTING**
BY: **NAMCO**
STATUS: **100% COMPLETE**

By PAUL DAVIES

YOU'RE LOOKING at Dreamcast perfection. So say the first reviews of *Soul Calibur* in its home country, Japan. You've only a month to go until you can judge for yourself.



BETTER THAN PERFECT

We've been unable to ignore our copy of *Soul Calibur* since we got it. Fighting games generally push the envelope of what a console is made of, and this one is staggering.

HEY GOOD LOOKING

We challenge anyone to show us a fighting game that looks better than *Soul Calibur* on Dreamcast. The debate isn't about *Virtua Fighter 3tb* versus *Tekken 3* anymore, which look wooden against the detail, colour, and fluidity on display here. Lizard Man, is possibly the best-looking playable character we have ever witnessed - from his hypnotic tail, to the multiple layers of armour.

COMPARED TO THE GREATS

Only time sorts out the hopefuls from the heroes in the world of fighting games. In addition to the weapons-based combat, introducing new blocks and parries, *Soul Calibur* offers a unique method of moving around. The '8wayrun' allows the fighter to walk fully around his opponent, in addition to single steps seen in *VF3* and *Tekken 3*. This frees up the action for more tactical strikes.

DREAMCAST VERSION EXTRAS

Soul Calibur includes five new modes of play. Versus Battle, Team Battle, Time Attack, and Survival are fairly self-explanatory. The fifth, Mission Battle, is similar to Edge Master in the home version of *Soul Edge*, only more extensive. Perfect your techniques by completing challenges set by other in-game characters - including the Edge Master himself. Success is rewarded with points to trade in the 'Museum' option, for pieces of new character art to admire.

WE RECKON

This is a serious challenge to even *VF3* and *Powerstone*. Games of this quality are rare and we expect it to be a while until something of equal class appears again.

THEY'RE ARMORINES, NOT YOURS

Players'll get all possessive about N64's new bug-basher

FACTS

GAME: **ARMORINES: PROJECT S.W.A.R.M**
FORMAT: **N64**
OUT: **MID NOVEMBER**
PLAYERS: **1-4**
TYPE: **FIRST-PERSON ADVENTURE**
BY: **ACCLAIM**
STATUS: **65% COMPLETE**

By PETER WALKER

STARSHIP TROOPERS meets *Turok 2* head on in comic book-based adventure *Armorines*. The world's being invaded by gruesome alien parasites and you're the only thing between the human race and extinction. The only thing between you and the aliens' deadly toxins is your nuclear-powered armoured suit, some serious hardware and a lot of guts. OK, the plot might not be entirely original but the gameplay sounds the business, promising plenty of white knuckle action, unique weaponry and varied environments including sandstorms, snow, jungle, volcanic eruptions and even space. Adventure mode is expected to have 20 missions.

BUG OUT

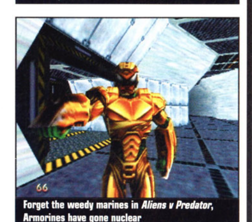
Up to four players can go head-to-head and there's even a co-operative mode to take on the bugs with a friend. Acclaim is hoping the success of *Turok 2* will rub off on *Armorines* – it's even using the same game engine and it will support the N64 Expansion Pak to handle tasty graphics.

Expect smooth bug animation and nice lighting effects. "*Armorines* will boast the best enemy artificial intelligence seen in video games today," said Howard Perlman, associate producer at Acclaim Entertainment. "We've designed the alien insects to attack in swarms, making for great multiplayer action because gamers are forced to fight 'smart' masses of insects simultaneously."

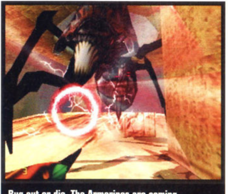
LATEST UPDATE



Play Private Lewis or Private Lane. The difference is in the privates



Forget the weedy marines in *Aliens v Predator*, Armorines have gone nuclear



Bug out or die. The Armorines are coming

WE RECKON

Take the best bits of Starship Troopers and *Turok 2* and you could looking at the next big thing.

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Yup, it's the real deal. Even tells you how to get in touch with our spooks. Better have something worth telling them first, though.

■ QUAKE 3 ARENA
www.quake3arena.com
It's a phenomenon. See for yourself and download the latest demo.

■ DIABLO 2
WWW.blizzard.com
Latest news on Blizzard North's role-playing sequel. A new in-game screenshot every week.



■ SCRATCH CATS
www.playstation-europe.com/scratchcats
Cast a beady eye over online webtoon series Scratch Cats, which is promoting the long-awaited PlayStation game, Rat Attack.

■ CLASSIC CARTOONS
www.trembirth.demon.co.uk
Dedicated to classic kids TV from bygone years, like Hong Kong Phooey. Take a trip down memory lane.

■ FOOTIE
www.arsenal.co.uk
If you don't know what this is then you must have been dead. For a long time. Official team site.

■ MORE FOOTIE
www.soccernet.com/english/news/index.html
Top site for football news and rumours and is a lot cheaper than calling Club Call.

■ COMPUTER EXCHANGE
www.cex.co.uk/
Don't hassle us for release dates, this is a better place to go. Also has excellent rumours and honest reviews.

■ EASTENDERS
www.bbc.co.uk/eastenders/update/latest/latest.shtml
Missed an episode of the London-based soap?



You can see for miles in this game. There's great detail wherever you go



Power-sliding is another way to gain more speed. Keep this up and you'll win

MARIO EATS CRASH'S DUST

Kart game is taking the fast lane to overtake the competition

By PAUL DAVIES

THE TEAM who brought you Crash Bandicoot have turbo-charged the karting game. Their latest cartoon racer, *Crash Team Racing*, is coming up fast on the current title holder Mario Kart.

EASY DOES IT

Nothing too complicated about *Crash Team Racing*; you get to race as all the main characters from the series of platform games, but it's how you max their performance that counts. You're not simply out there to steer the carts into pole position, you've got to really throw these buggies around to reach top speed.

BALANCE OF POWER

Everyone who ever lost to the cheesy computer in Mario Kart 64 knows the importance of balanced gameplay. CTR's engine has been refined so that all collectibles and power-ups deliver the fairest system possible.

POWER EXTREME

The revolution in CTR is with each kart's in-built turbo-boost system. It's activated in a couple of cool ways. Each time a cart goes over a bump and gets some air, you get a boost. Hopping your cart at the verge of a bump gives you more lift, and more of a boost. Chain them together for ultra speed. Boosts are also triggered while power-sliding into a corner, similar to Mario Kart on N64. By hopping into a turn, your cart goes into a power-slide. The smoke from the exhaust gradually turns black, when it does, you hit the turbo button.

MORE JUICE

You might swindle your way through the first two-thirds of the game, but only expert drivers will take the ultimate trophy. In Grand Prix mode drivers upgrade their kart's performance after each race: top speed, cornering, and acceleration. The computer-controlled drivers are doing the same, so select wisely. These mods can be saved onto a memory card then used in multi-player games.

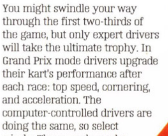
FACTS

GAME:	**CRASH TEAM RACING**
FORMAT:	**PLAYSTATION**
OUT:	**SEPTEMBER**
PLAYERS:	**1-4**
TYPE:	**CART RACING**
BY:	**NAUGHTY DOG**
STATUS:	**80% COMPLETE**



Power-sliding is another way to gain more speed. And win

Take this corner gradually if you want to play safe. It's better to power-slide the ass off it though. Oh yes



We Reckon

Seems like Naughty Dog has really thought this game through from start to end. *CTR* is a lot of fun on the surface and will offer supreme depth over time. It has all the humour we've grown to love from Crash, too.



PLAYSTATION'S PERFECT PLATFORM ADVENTURE?

Spyro the Dragon's sequel burns so bright it makes the original look like a dull tech-demo

FACTS

GAME: **SPYRO 2: GATEWAY TO GLIMMER**
FORMAT: **PLAYSTATION**
OUT: **SEPTEMBER**
PLAYERS: **1**
TYPE: **3D PLATFORM**
BY: **INSOMNIAC**
STATUS: **80% COMPLETE**

IN THE search for the ultimate platform game, make way for an older, more agile Spyro. In the sequel to be released later this year, he's still hoarding diamonds but now he's on the trail of more noble objectives. This time Spyro's in it for the good of the people.

THE FRIENDLY DRAGON

Themes in the game are varied through new kingdoms in need of rescue. There's the familiar medieval castle scene, for example, but Spyro also gets to swim around an underwater level.

There are 30 new worlds in total, which should give you some idea of the scale and scope involved. Plus each new location Spyro visits is split into smaller missions, in addition to the overall 'banish all evil' trophy.

THE DRAGON DO

Most striking about *Spyro 2* is the control – much more complex than before – and all the more fun to move around because of it.

Favourite of all is Spyro's new ability to swim. Almost as cool is climbing, something we thought really ought to have featured in the original game. It feels like anything you want to do with this character is possible, so you have lots of options to consider when solving puzzles.

CHALLENGE SPYRO

Spyro's encounters with larger bosses are outstanding – ones we've encountered so far are impressive to look at and very clever.

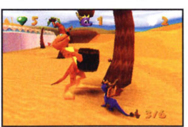
One of the giants carries a club who fires lightning bolts and fire at Spyro, who needs to ram the giant to upset him. The giant gets so mad that he whacks the ground with his club, causing rocks to fall onto his head. Pretty sophisticated, and a total blast to destroy.



Spyro the mighty hero... Help this cute character by hunting own ogres that are plaguing her village. She doesn't even flinch if you breathe fire on her, so don't bother trying



A tricky obstacle course where Spyro gets to steer a cart around tracks, switching rails to grab all the goodies



Spyro must ram the trunks to make it drop, into his new friends basket for a reward




Great animations make it more fun. Even the smallest creatures have big personality

A starry night with moonlit monsters creates a cool atmosphere. Looks like a painting, not a game

You can see detail for miles, making it much easier to plan your route. Makes the game look better too



The world looks fantastic viewed from beneath the sea. Swimming with Spyro is easy, which is a bonus



We Reckon

Once again, Spyro heads up a technically brilliant game on PlayStation. This latest version we played has the potential to be a classic adventure.

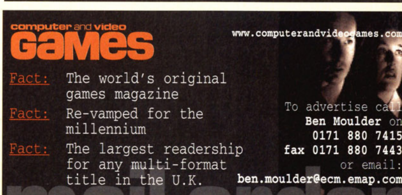

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SHOCK HORROR 2

Keep calm as the PC gets another system shock

FACTS

GAME:	**SYSTEM SHOCK 2**
FORMAT:	**PC**
OUT:	**NOW**
PLAYERS:	**1**
TYPE:	**HORROR ADVENTURE**
BY:	**LOOKING GLASS**
STATUS:	**100% COMPLETE**

By PETER WALKER

SYSTEM SHOCK 2 **looks set to challenge** ***Resident Evil 2*** **for the title of creepiest game ever. This sci-fi horror adventure pushes in-game tension to new heights as you struggle to uncover an intriguing plot aboard a horror-filled spaceship in deep space.**

GRUESOME CORPSES

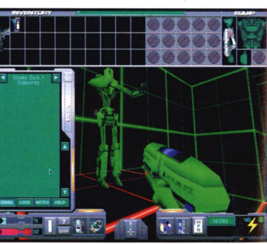
Gruesome corpses littering corridors, claustrophobic ventilation tunnels, impressive lighting and sound effects and spy cameras giving the feeling you're being watched. It builds layer upon layer of atmosphere. And that's just in the first few minutes. By the time you meet your first evil human-hybrid, you'll be bricking it.

HIDE BEHIND THE SOFA

SS2 uses the Thief engine for a first-person view but blends elements of role-playing as you choose and upgrade your character (Marine, Navy or secret service), with *Quake*-style action and mystery adventure as you explore hub-like levels and hack your way onwards. Full review soon.


Watch her. She's not just a pretty face, she's central to the plot


That's a hole in the wall. Must dispense bodies, instead of cash


Training is essential. Nothing personal Mr Target Practice robot


Lean around corners to avoid the hybrids


Blast debris with this grenade launcher

WE RECKON

A game with a high fear factor, hefty body count, compelling plot, loads of atmosphere, nice visuals and depth? Smells like it could be a classic.

'ELLO, 'ELLO, IT'S AIBO

New robot pet learns and feels

MEET HOME entertainment robot AIBO, who's destined to be either the new cult phenomenon - or an expensive turkey.

He can walk and play like dogs and cats and even has emotions, instincts, and can learn and mature, according to Sony.

Don't pack Tiddles off to the RSPCA just yet though; it looks like AIBO's unlikely to be widely available in this country for some time. According to Sony's website, it's available in Japan and only 2000 were being sold over the Net in the US - at over £1,500 each. Hopefully prices may have dropped by the time they hit the UK. Take a look at: www.world.sony.com for more detail on AIBO and upgrades allowing you to change his personality.



They're mad about AIBO in Japan, even posting their own pictures on fan websites

KING OF THE CASTLE

Stratagey sequel looks *King* ace

FACTS

GAME: **AGE OF EMPIRES II: THE AGE OF KINGS**
FORMAT: **PC CD ROM**
OUT: **OCTOBER**
PLAYERS: **1-8**
TYPE: **STRATEGY**
BY: **ENSEMBLE**
STATUS: **95% COMPLETE**

PEACHY GRAPHICS good enough to eat and superb new features are promising a worthy successor to top-selling PC empire-builder, *Age of Empires*. *Age of Kings* features units that can guard and patrol, be more or less aggressive and there are story-based campaigns based on the struggles of historical figures like William Wallace and Joan of Arc - both of whom suffered gruesome fates.

GET NOBBLED

Japanese, Viking, and Celtic are among the 13 civilizations to command, each with unique attributes, buildings and technologies. Production queues and map shortcuts have been added while ultimate victory can now be reached in different ways. A new multiplayer option, Regicide, is all about assassinating rivals royal families before yours get nobbled.



There goes the neighbourhood. Oh well, you've got 1,000 years to get it right



Check out the beautiful detail on those mounted knights. El Cid eat your heart out

WE RECKON

After the success of it's predecessor, *AoK* has a lot to live up to. With loads of classy new features and gorgeous graphics, our expectations remain very high indeed.

PLAYSTATION GETS RAINBOW'S POT OF GOLD

PC's tactical first-person shooter goes console

FIRST LOOK

FACTS

GAME: **RAINBOW SIX**
FORMAT: **PLAYSTATION**
OUT: **OCTOBER**
PLAYERS: **1**
TYPE: **TACTICAL FIRST-PERSON SHOOTER**
BY: **TAKE 2 INTERACTIVE**
STATUS: **85% COMPLETE**

COMBINING FIRST-person shooter with stealth and tactics, *Rainbow Six* cut new ground on PC. Pick you team, plan your tactics, sneak into terrorist bases, pick 'em off with and save the day.

Since then we've had similar on PC in the form of *Hidden & Dangerous* and Delta Force but PlayStation have been sadly lacking. Until now.



Always remember to tool up carefully. Silencers on pistols keeps surprise on your side....



....or your whole team might well end up like this. A lot. Now you really did not want to do that

WE RECKON

Should be tasty but whether the tactical element will lose something remains to be seen.

N64 LANDS STAR-CRAFT

Probably the only console to get it

FACTS

GAME: **STARCRAFT**
FORMAT: **N64**
OUT: **EARLY 2000**
PLAYERS: **PROBABLY 1-2**
TYPE: **REAL-TIME STRATEGY**
STATUS: **60% COMPLETE**

STARCRAFT IS set to give *Command & Conquer* a run for its money as the leading top-down real-time strategy game for the N64. Both games are translated from hit PC titles, but which will make the switch most successfully?

COOL CO-OPERATIVE

Starcraft promises plenty of frenetic action as the bug-like Zerg, human settlers Terrans and the Protoss clash in the mother of all intergalactic battles. There'll be new troops fighting for supremacy on planets, in space and inside installations. Multiplayer is currently thought to be limited to two players, including a cool co-operative mode. So big girls' blouses can hold each others' hand.



Will multiplayer rock on console too?



It's *Starcraft* for the N64. No, really

WE RECKON

There's some concern about how well the graphics and control system will translate from the PC, but we'll reserve judgement until we see a playable version.

FOR THE EIGHTH TIME IT'S FINAL

FACTS	
GAME:	FINAL FANTASY VIII
FORMAT:	PLAYSTATION
OUT:	OCTOBER
PLAYERS:	1
TYPE:	RPG
BY:	SQUARE
STATUS:	90% COMPLETE



Now that's a fart. Time for Hold-your-breath magic


Scenery as sweet as falling into a bath full of choccy

By PAUL DAVIES

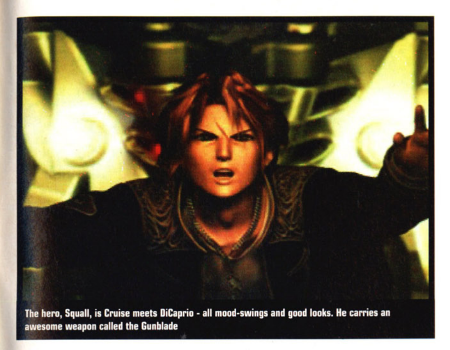
THOUSANDS OF people will be divided this Christmas over the sequel to *Final Fantasy VII.* If the last game is anything to go by, the sheer size and complexity of *Final Fantasy VIII* means some players will love it, losing months of their lives completing it, but others will simply pass it off as another anti-social RPG, playing *Crash Team Racing* instead.

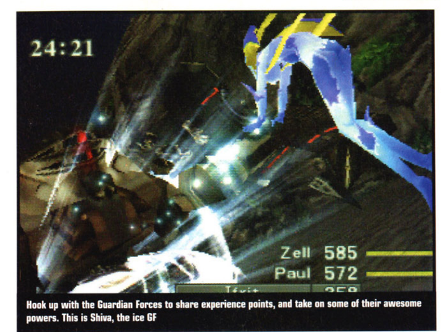
I HAVEN'T PLAYED SEVEN

It doesn't matter if you don't know anything about the last game. There's a new set of characters and a whole different world to discover in *FFVIII.* You get involved with a bunch of first-class military students: Squall, Seifer, Zell, and Selphie. You meet them during preparations for the ultimate field test in which you get to learn something of their character, and much about how you can help them survive.

JOIN THE GUARDIAN FORCES

A lot has changed in terms of gameplay too. You'll notice the return of Guardian Forces. But instead of


The hero, Squall, is Cruise meets DiCaprio - all mood-swings and good looks. He carries an awesome weapon called the Gunblade



Hook up with the Guardian Forces to share experience points, and take on some of their awesome powers. This is Shiva, the ice GF

being summoned to assist during battle, your characters bond with these fantastic creatures to share their powers. Experience points allow the GFs to learn more skills and become stronger the same way as any other character in the game. It becomes your duty to raise and protect the GFs, as much as the heroes' lives.

SCHOOL OF HARD KNOCKS

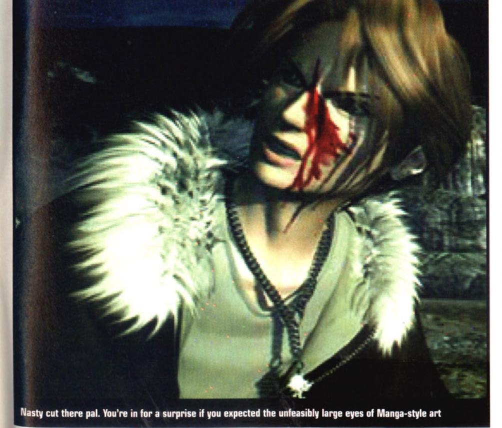
On the surface, the battles seem very familiar. The menu system looks complex but is easy enough to follow. It modifies your team's status, while during battles a smaller menu system directs your commands. New to *FFVIII* is the need to build a character's battle menu from the ground up, using a tool called Junction. Commands are added, including whether you wish to use a Guardian Force, magic, or items in battle. When GFs learn new skills, these are used to improve a character's abilities. It sounds complicated, but once you get it sorted it's very rewarding.

THE LITTLE BIG MOVIE

One thing *FFVIII* is famous for is the scene-setting movies. As you'd expect, there's more and better in the latest game. There's the grand opening, of course, which is much more poetic than the Blade Runner tribute used in *VII*. Elsewhere, there are literally hours of 'movies', but most of the time their use is subtle.

Early on, you see the team's instructor, Jennifer Anniston look-a-like Quistis, enter a room. As she approaches the doors, the visuals shift from simplified PlayStation graphics to a movie, which helps give you a better idea of her character. Later, a couple of seconds are used to show a car getting smashed up, simply to heighten the realism. *FFVIII* in all its cinematic glory is coming to a PlayStation screen near you soon. If *FFVII* is anything to by, players will be queuing up to buy it - but some may well take it back the week after.


The very beautiful Rinoa has a hold on Squall, but she's hiding something from him. Romance is never far away in *FF* games


Nasty cut there pal. You're in for a surprise if you expected the unfeasibly large eyes of Manga-style art



If you hated this the first time around, you're just going to have to look for another game, okay. Menus are part and parcel of the deal


The Good, The Bad and The Ugly? Nah, don't fancy yours though

We Reckon

***FFVIII* is one step closer to the immense experience PlayStation 2 will bring you. This is more than a game, it's the most involving computer entertainment there is to offer. Scenes in here make some of Hollywood's latest look puny, and it's all the more gripping because you're in control.**

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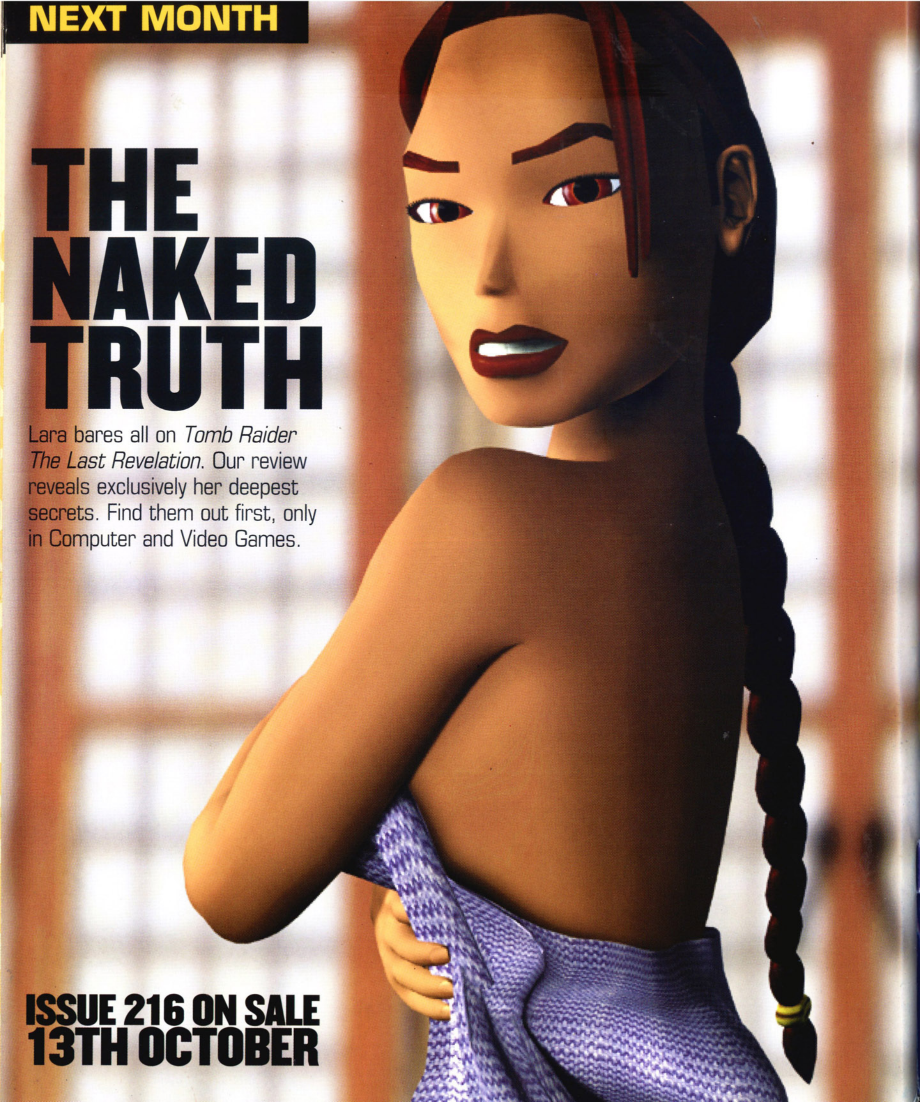
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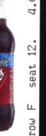
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